

CTR Electronic Manual Creation Guide

Part 2 – Template Units

Version 4.5

2017/07/07

**The content of this document is highly confidential
and should be handled accordingly.**

Confidential

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1 Introduction

An electronic manual is required for **all** Nintendo 3DS software.

This electronic manual creation guide is divided into two parts:

- “Part 1 – Manual Creation Workflow” explains how to create Nintendo 3DS electronic manuals using the CTR-ManualEditor, including operating environment, preparations, manual creation and template insertion.
- “Part 2 – Template Units” (the current document) includes detailed information about each template unit and how the template units should be merged in an electronic manual.

Template units are fixed pieces of text that must be included in the manual, depending on the functionality of the software. Some must be used as is, while some require edits to match the content of the software title.

Note: The NOA and NOE templates are not mutually interchangeable. Use the NOE templates for all titles distributed in Europe/Australia.

Note: Screenshots and images in this document correspond to the NOE English templates, unless stated otherwise.

Note: The screenshots in this document may at times be slightly different than the text in the latest templates. For questions about the exact wording to use, always refer to the templates themselves, not the screenshots within this document.

Note: In this document, except where otherwise stated, “Nintendo 3DS” refers to all systems in the Nintendo 3DS family.

1.1 Grace Period

The specifications in this document are mandatory for master submissions on or after January 1, 2018. It is always prudent to use the latest released version of the templates, but a grace period allows most of the specifications in version 4.4 of the *CTR Electronic Manual Creation Guide* to be accepted for master submissions until December 31, 2017. Note, however, that critical items — underlined items in sections identified with a "◆" symbol — in this document's Revision History must be addressed prior to submission, even during the grace period.

The following guidelines govern the templates used for master submissions.

Table 1-1 Master Submission Guidelines

Release Type	Acceptable Template Version	Action Required
New Title	Latest release	No research required
	Earlier release within grace period	Address critical items from subsequent releases
Re-released Title	Earlier release (may precede grace period)	Address critical items from subsequent releases

Note: If your software was developed as a card-based application and you then wish to sell it as a downloadable application (or vice versa) follow the rules in the "Creating a Downloadable Application" section of the *CTR Programming Manual: How to Create Applications*.

Table 1-2 Grace Period Overview

Template Version	Acceptable Until
4.4	December 31, 2017
4.5	-

1.2 Template Units

Template units are fixed pieces of text that must be included in the manual, depending on the functionality of the software. In order to standardize the format of electronic manuals, Nintendo has designated certain content that should appear on the first page and last page of each manual. E-manual designers are free to decide where to place all other content. Design elements of the template can be changed to match the style of your software (for example, header design, background color, border design, bullet points, and so on).

Note: When templates are merged together using the template manager, the background color of the first template unit will be applied to all other templates being merged, which may cause some changes in the background color of the subsequent template units.

Ranks

Ranks are defined as follows. The ranks are not always correlated with whether or not edits are required. See the Text Edits column for a particular template to determine whether or not edits are required.

Table 1-3 Ranks

Rank	Description	What happens if there are errors or edits made to the “edits prohibited” portions
A	Notation used for critically important content must be included or content that is mandated by the software guidelines (Appendix A).	The product cannot be released unless the issue is fixed. Corrections are mandatory.
B	Notation used for important content that should be included.	If requested by Nintendo, developers should do their best to fix these issues.
-	Notation used for content that is left to the developer’s discretion as to whether edits are required and what edits to make. This includes items that are marked as being required.	The developer decides what is best for their manual.

Note: Ranks are not applied to the page titles and categories that are listed for each template, with the exception of the “Important Information” page title.

Text Edits

Within the figures in this document, template units have different callout frame colors depending on whether or not edits to the text are allowed. See the **Text Edits** column for a particular template for detail about what to edit.

Table 1-4 Frame Colors

Frame	Description
Red	- Edits are prohibited except to any blue text. - Edits to the blue text are required to explain the software properly. When making the edits, delete the color tags.
Blue	Indicates sample text. Adjustments and rewrites made to accommodate the software's design are allowed. - When editing, make sure not to significantly change the fundamental intended meaning of the text. - The text you use should convey the appropriate information to the user based on the design of the software. If this text is unnecessary, delete the entire text box.

Design Changes

Check the Design column of the template in question. If it is listed as “Adjustable,” it is acceptable to change the design of the text boxes, even for text that cannot be changed. “Changing the design” means changing the size, color, background color, or spacing between text boxes, as well as adding, changing, or deleting frames.

Page Titles and Categories

The page titles and page categories for certain template units are determined by Nintendo and are not allowed to be modified. These classifications provide consistency that enables consumers to navigate e-manuals more quickly. For other template units, e-manual designers can customize the page titles and page categories as they see fit. (Nintendo sometimes provides a recommendation, but not always.)

In this document, the following symbols are used as shorthand; please make sure you understand them, and don't change page titles and page categories for which Nintendo requires certain text.

Table 1-5 Symbols

Symbol	Meaning
	Changes to these page titles or categories are prohibited.
	Changes to these page titles or categories are allowed, but Nintendo provides a recommendation.
	Page title or category is entirely up to the e-manual designers.

1.3 Document Layout

Overview

Begin by checking through the tables in Chapter 2 Template Units (First Page), Chapter 3 Template Units (Other Pages) and Chapter 4 Template Units (Last Page) to determine which template units are required for your title. Next, use the template manager to merge the required template units. For further information, see *Part 1 – Manual Creation Workflow*. Finally, perform any required content edits to specific template units. For more information about required edits and specific template requirements, consult the relevant subsection for each template unit.

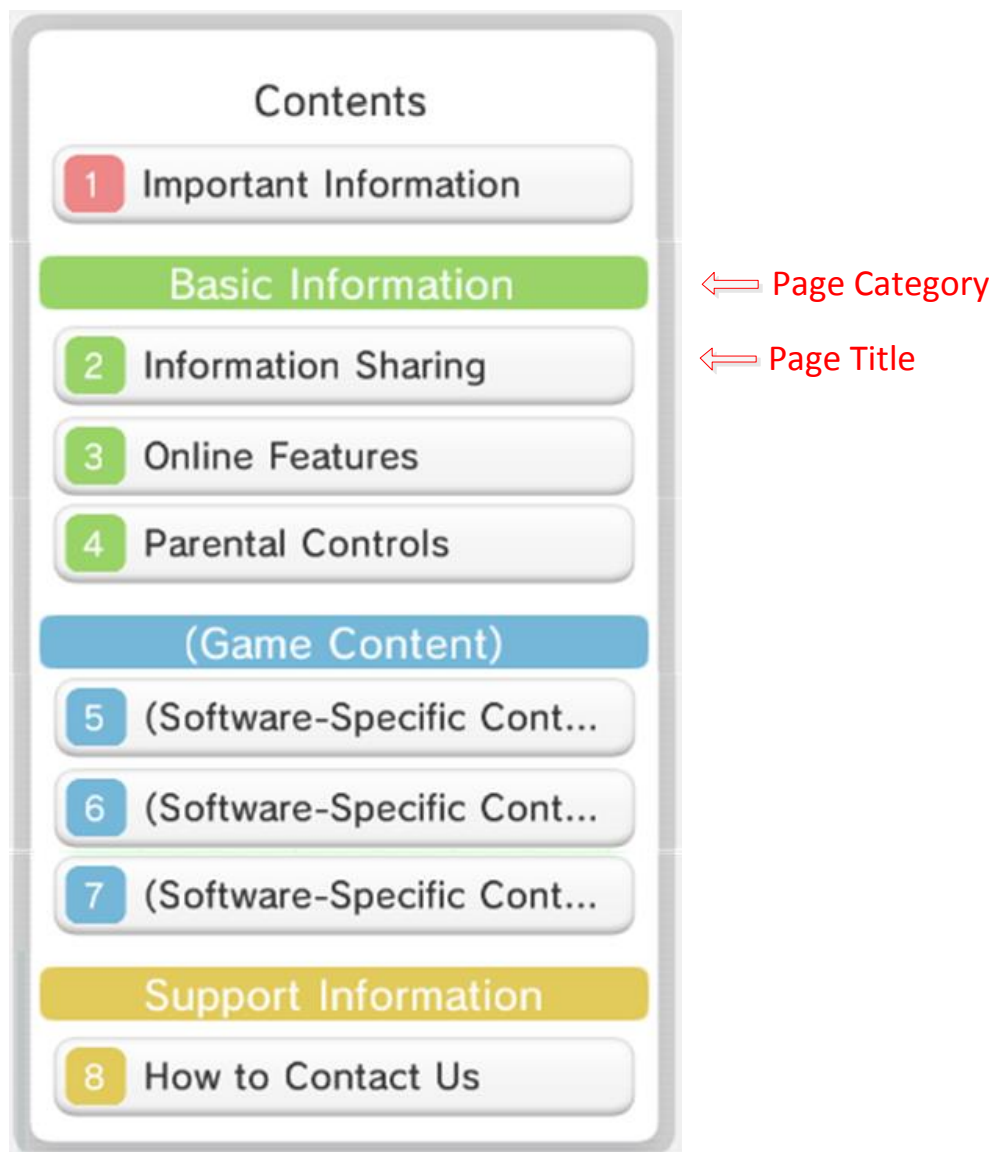
Appendix A Region-Specific Information gives details on language requirements for the American and European regions, along with information about region-specific content.

Virtual Console

For Virtual Console titles, consult Chapter 5 Virtual Console–Specific Edits for the required template units and edits.

1.4 Sample Template Structure

A typical e-manual might look something like the sample shown below.



2 Template Units (First Page)

These are the template units which must be merged to create the first page of the manual.

After merging and exporting the template units, open **Page Settings** and change the page title to “Important Information,” making sure the page category is blank. The page should be saved as “page_01.ncpg.”

2.1 Page Title/Category

	Title	Category
English	Important Information (🚫)	[blank] (🚫)
French	Informations importantes (🚫)	[blank] (🚫)
Spanish	Información importante (🚫)	[blank] (🚫)
Portuguese	Informações Importantes (🚫)	[blank] (🚫)
German	Wichtige Informationen (🚫)	[blank] (🚫)
Italian	Informazioni importanti (🚫)	[blank] (🚫)
Dutch	Belangrijke informatie (🚫)	[blank] (🚫)
Russian	Важная информация (🚫)	[blank] (🚫)

(1)

Item	Rank	Design	Text Edits
(1)	A	-	Editing this page title is prohibited.

2.2 Required Template Units

The order of the units should follow the order shown in the appropriate table.

Nintendo-published titles and licensee titles both follow the same basic order of template units within the first page.

Table 2-1 Template Units (First Page)

No.	Template Unit	Category	Filename	Rank
1	Health and Safety Information	warning	health_safety.ncpg	A
2	Language Selection	language	lang_5in1.ncpg lang_6in1.ncpg lang_8in1.ncpg	-
3	Advisories	warning	advisories.ncpg	A
4	Standard Copyright Statement	copyright& trademark	standard_copyright.ncpg	B
5	Font Copyrights (See notes below)	font	Lcfont_1.ncpg Lcfont_2.ncpg	A
6	Middleware Copyrights (See note below)	middleware	QR_code_reader.ncpg mpeg4.ncpg nuance.ncpg unity.ncpg gameware.ncpg	A
7	Open Source Software Copyrights (See note below)	oss	libnx_oss.ncpg libnx_oss_LZ4.ncpg	A
8	Intellectual Property Cross-Reference	copyright& trademark	xref.nfpg	A
9	E-Manual Code	emmanual_code	emmanual_code.ncpg	-

Note: The text within the font-, middleware- and open source software-related template units provided in this package comes from a legal agreement between Nintendo and the font foundry/middleware provider. Licensees must use the contractually obligated language required in the contract for the font(s)/middleware/open source software they use for their titles.

Note: It is acceptable to place items 5-9 on the last page rather than the first page if the e-manual designer prefers this approach. (Nintendo generally recommends placing this content on the first page, but certain legal lines are quite lengthy, and including them in the first page may cause users to have to scroll for a long time in order to verify the e-manual code at the bottom of the page, something they may be asked to do by consumer support staff.)

Note: If your manual contains multiple languages, it is acceptable to include items 5-8 in the English version only and insert a cross-reference for all other languages. See 2.3.9 Intellectual Property Cross-Reference for more information.

2.3 Template Units: Explanation/Editing

2.3.1 Important Information

Required for all titles.

(1) Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.

◆ When playing on the (original) Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

(2) **⚠ IMPORTANT**

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

Item	Rank	Design	Text Edits
(1)	A	Adjustable	Editing this text is prohibited. For software that has unusual specifications (for example, a service that will be discontinued after a certain period of time, or a lack of support for 3D visuals), it is acceptable to add supplemental information explaining the situation to consumers in advance.
(2)	A	Adjustable	Editing this text is prohibited.

2.3.2 Language Selection

Required for all titles with at least two languages in the ROM.

Use the template which corresponds to the language split in your software, or adapt the Other template to match the languages in the ROM.

	5-in-1 (EFIGS)	6-in-1 (EFIGSD)	8-in-1 (EFIGSDPR)
	Language Selection The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian. If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English. For instructions about how to change the system language, please refer to the System Settings electronic manual. (1) ◆ In-game screenshots in this manual are of the English version of the software. ◆ Where necessary for clarity, references to on-screen text in these screenshots will include both the English text from the screenshot and the localised text used in the software.	Language Selection The in-game language depends on the one that is set on the system. This title supports six different languages: English, German, French, Spanish, Italian and Dutch. If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English. For instructions about how to change the system language, please refer to the System Settings electronic manual. ◆ In-game screenshots in this manual are of the English version of the software. ◆ Where necessary for clarity, references to on-screen text in these screenshots will include both the English text from the screenshot and the localised text used in the software.	Language Selection The in-game language depends on the one that is set on the system. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian. You can change the in-game language by changing the language setting of your system. For instructions about how to change the system language, please refer to the System Settings electronic manual. ◆ In-game screenshots in this manual are of the English version of the software. ◆ Where necessary for clarity, references to on-screen text in these screenshots will include both the English text from the screenshot and the localised text used in the software.
	Virtual Console	Other	
	(1) Language Selection The in-game text of Virtual Console games represents that of the original game. If the game contains a language selection option, this setting will be retained when you close the game and reopen it, or when you use an in-game reset function. The Virtual Console Menu is available in English, German, French, Spanish, Italian, Dutch, Portuguese or Russian, depending on the language setting of your system. For instructions about how to change the system language, please refer to the System Settings electronic manual.	Language Selection This title supports the following languages: English, French, German, Swedish, Greek. (3) (4) You can change the in-game language by selecting "Language" in the Options menu.	

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Editing this text is prohibited.
(2)	–	Adjustable	Include this information for software where the non-English software language manuals use English screenshots. Editing this text is prohibited for Nintendo titles. Licensees may adjust this to match their software specifications. Note: This section is intentionally excluded for non-software languages (e.g. Dutch, Portuguese and Russian in the case of the 5-in-1 template), as the content is not relevant for these languages. Note: The English template data does not include these bullet points; however, English text is included in the screenshot above for demonstration purposes, and as a basis for translation into other languages.
(3)	–	Adjustable	Enter the languages supported by the software.
(4)	–	Adjustable	Add information about how to change the software language. If the information is elsewhere in the manual, it is acceptable to use the existing text with an appropriate page reference. Delete the color tags around the red text. If your software languages include Nintendo 3DS system languages, and changing the system language does not affect the software language setting, include a note to this effect either here or in an appropriate part of the manual.

2.3.3 Advisories

Required for all titles.

(1)

Advisories

This software (including any digital content or documentation you download or use in connection with this software) is licensed by Nintendo only for personal and non-commercial use on your Nintendo 3DS system. Your use of any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

Unauthorised reproduction or use is prohibited.

This software contains copy protection technology to prevent reproduction and copying of content.

Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorized technical modification of the hardware or software or the use of any unauthorised device in connection with your Nintendo 3DS system.

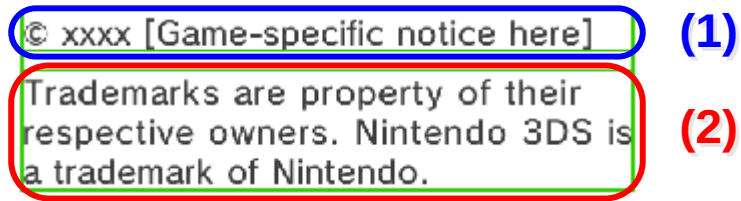
After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.

Item	Rank	Design	Text Edits
(1)	A	Adjustable	Editing this text is prohibited.

2.3.4 Standard Copyright Statement

Required for all titles.



Item	Rank	Design	Text Edits
(1)	B	Adjustable	Replace the content with the copyright information for your software.
(2)	B	Adjustable	Editing this text is prohibited.

2.3.5 Font Copyrights

You are responsible for listing any required copyright or attribution notices for fonts used by your title.

Note: The legal lines in the sub-sections below are based on contracts between Nintendo and other companies, as well as other companies' guidelines. For Nintendo-published titles, editing the templates provided for fonts is prohibited. For licensee-published titles, adjust these templates as necessary based on any contracts with other companies or those companies' guidelines.

2.3.5.1 LC Font

For software that either incorporates only the LC Font and no other fonts, or incorporates the LC Font and any other fonts where the LC Font is used for less than 50% of the text, use the following template:

(1)

 This product uses the LC Font by Sharp Corporation. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.

For software that incorporates the LC Font and any other fonts where the LC Font is used for 50% or more of the text, use the following template:

(1)

 This product uses the LC Font by Sharp Corporation, except some characters. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.

Item	Rank	Design	Text Edits
(1)	A	Fixed	Editing this text is prohibited.

2.3.6 Middleware Copyrights

You are responsible for listing any required copyright or attribution notices for middleware products used by your title.

For template units with a logo, a protective clearspace has been created on all four sides of each logo. Do not place any other objects or text within this clearspace. (If you merge the template unit provided with other template units using the Template Manager, and don't make any other changes, the required clearspace will be maintained.)

2.3.6.1 QR Code-Related

Add the legal line below for Nintendo-published software that uses the QR Code Decoder. Licensees should use the language specified by Denso Wave.

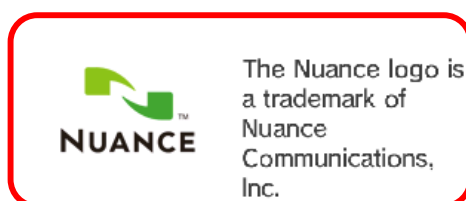
(1)

"QR Code reader" includes software deliverables of Information System Products Co., Ltd. and Institute of Super Compression Technologies, Inc.
 QR Code is a registered trademark of DENSO WAVE INCORPORATED in JAPAN and other countries.

2.3.6.2 Nuance Speech Synthesis Library

Add the template below for software that uses the Nuance speech synthesis library.

(1)



Item	Rank	Design	Text Edits
(1)	A	Fixed	Editing this text is prohibited.

2.3.6.3 M4A Mux (MPEG-4 Encoder)

Add the template below for software that uses the M4A Mux (MPEG-4 encoder) middleware.

(1)

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 SYSTEMS PATENT PORTFOLIO LICENSE FOR ENCODING IN COMPLIANCE WITH THE MPEG-4 SYSTEMS STANDARD. EXCEPT THAT AN ADDITIONAL LICENSE AND PAYMENT OF ROYALTIES ARE NECESSARY FOR ENCODING IN CONNECTION WITH (i) DATA STORED OR REPLICATED IN PHYSICAL MEDIA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND/OR (ii) DATA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND IS TRANSMITTED TO AN END USER FOR PERMANENT STORAGE AND/OR USE. SUCH ADDITIONAL LICENSE MAY BE OBTAINED FROM MPEG LA, LLC. SEE [HTTP://WWW.MPEGLA.COM](http://www.mpegla.com) FOR ADDITIONAL DETAILS.

Item	Rank	Design	Text Edits
(1)	A	Fixed	Editing this text is prohibited.

2.3.6.4 Unity for New Nintendo 3DS

Add the template below for software that uses Unity for New Nintendo 3DS.

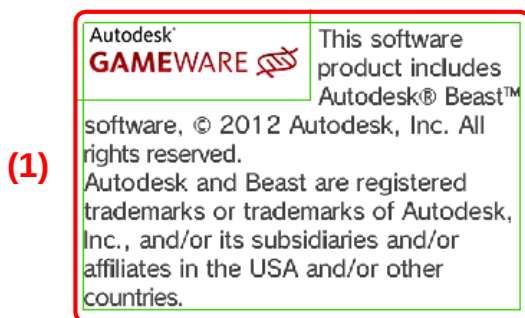
(1)



Item	Rank	Design	Text Edits
(1)	A	Fixed	Editing this text is prohibited.

2.3.6.5 Autodesk GameWare (Beast)

Add the template below for Nintendo-published software that uses Autodesk Beast.



Item	Rank	Design	Text Edits
(1)	A	Fixed	Editing this text is prohibited.

2.3.7 Open Source Software Copyrights

You are responsible for listing any required copyright or attribution notices for open source software used by your title.

Note: The legal lines in the sub-sections below are based on contracts between Nintendo and other companies, as well as other companies' guidelines. For Nintendo-published titles, editing the templates provided for fonts is prohibited. For licensee-published titles, adjust these templates as necessary based on any contracts with other companies or those companies' guidelines.

2.3.7.1 nlib OSS library (libnx_oss.a) – bsdiff

Add the legal line below for software that uses the **bsdiff** component of the nlib OSS library (libnx_oss.a).

Note: See the following section for the legal content to use for **LZ4** in the nlib OSS library (libnx_oss.a).

(1)

```

■ bsdiff
Copyright 2003-2005 Colin Percival
All rights reserved
Redistribution and use in source and
binary forms, with or without
modification, are permitted providing
that the following conditions are
met:
1. Redistributions of source code
must retain the above copyright
notice, this list of conditions and
the following disclaimer.
2. Redistributions in binary form must
reproduce the above copyright
notice, this list of conditions and
the following disclaimer in the
documentation and/or other
materials provided with the
distribution.

THIS SOFTWARE IS PROVIDED BY
THE AUTHOR ``AS IS'' AND ANY
EXPRESS OR IMPLIED WARRANTIES,
INCLUDING, BUT NOT LIMITED TO,
THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS
FOR A PARTICULAR PURPOSE ARE
DISCLAIMED. IN NO EVENT SHALL
THE AUTHOR BE LIABLE FOR ANY
DIRECT, INDIRECT, INCIDENTAL,
SPECIAL, EXEMPLARY, OR
CONSEQUENTIAL DAMAGES
(INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE
GOODS OR SERVICES; LOSS OF
USE, DATA, OR PROFITS; OR
BUSINESS INTERRUPTION)
HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN
CONTRACT, STRICT LIABILITY, OR
TORT (INCLUDING NEGLIGENCE OR
OTHERWISE) ARISING IN ANY WAY
OUT OF THE USE OF THIS
SOFTWARE, EVEN IF ADVISED OF
THE POSSIBILITY OF SUCH
DAMAGE.
```

Item	Rank	Design	Text Edits
(1)	A	Fixed	Editing this text is prohibited.

2.3.7.2 nlib OSS library (libnx_oss.a) – LZ4

Add the legal line below for software that uses the **LZ4** component of the nlib OSS library (libnx_oss.a).

Note: See the previous section for the legal content to use for **bsdiff** in the nlib OSS library (libnx_oss.a).

(1)

LZ4 Library
 Copyright (c) 2011-2014, Yann Collet
 All rights reserved.
 Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- * Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Item	Rank	Design	Text Edits
(1)	A	Fixed	Editing this text is prohibited.

2.3.8 Intellectual Property Cross-Reference

If your manual contains multiple languages, it is acceptable to include the copyright notices for the software, along with notices about middleware components and open source software components in the English version only. In this case, include the following cross-reference template for **all** other languages.

Note: In contrast to the intellectual property-related template units in sections 2.3.5-2.3.8, this template is an information template and thus must be provided in translated form. This is already provided for all languages included in the template package, but ensure that it is translated accordingly for all other languages in your manual.

Note: If your manual does not have an English version (e.g. multiple single-language ROMs, or single-market software), include full intellectual property information in all language versions.

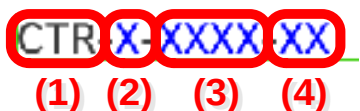
For intellectual property rights information relating to this software, including notices relating to middleware components and open source software components if any have been used, refer to the English version of this manual.

(1)

Item	Rank	Design	Text Edits
(1)	A	Adjustable	Editing this text is prohibited.

2.3.9 E-Manual Code

Required for all titles.



Item	Rank	Design	Text Edits
(1)	–	Adjustable	Editing this text is prohibited.
(2)	–	Adjustable	Enter the code that was issued by Nintendo. Examples: • N for downloadable applications • P for card-based titles, or titles intended for both retail and digital distribution • T for demos (if the manual is different to the product version)
(3)	–	Adjustable	Enter the initial code that was issued by Nintendo.
(4)	–	Adjustable	Enter the revision number of the e-manual. For the initial version, use “-00”. For any updates to the e-manual after the software is released (e.g. for a software remaster), use “-01,” then “-02,” and so on for each revision.

Note: The e-manual code standard changed in February 2013. Use the new standard for all new titles or new revisions to existing titles. A summary of the changes is listed below for your reference:

	Version	Region Code (e.g. “EUR”)
Old	No revision number for the initial version. Subsequent revisions use “1,” “2,” and so on.	Added based on the region.
New	Revision number for the initial version is “00.” Subsequent revisions use “01,” “02,” and so on.	Deleted from the e-manual.

Note: It is acceptable to reuse an e-manual that was created for the full version in a demo verbatim. When making an e-manual for a demo, make sure to use the e-manual code format for demos. If you end up implementing the full version's e-manual verbatim in your demo, do not update the e-manual code. If any changes whatsoever are made (including adding a new language to the e-manual), update the e-manual code.

For example, suppose you implemented the e-manual for a full version in a demo and released it, and used the code “CTR-P-XXXX-00.” Later, suppose you decide to change a portion of the e-manual and implement it in the full version. This would constitute a revision to the full version's e-manual, so you would update the suffix at the end of the e-manual code and use “CTR-P-XXXX-01” as the new code. be necessary to adjust the revision number (-00, -01) for each manual accordingly.

3 Template Units (Other Pages)

This section explains the template units which can be inserted on any page other than the first or last page in the manual.

3.1 Required Template Units for Other Pages

The table below lists all feature-specific templates that can appear anywhere within the e-manual except for the first page and the last page. The templates shown in the table below are **required** for titles that support the features in question. Titles should include all applicable template units listed in the table; the specific requirements and appropriate edits for each one are described in detail in the sections specific to each template.

Table 3-1 Template Units (Other Pages)

Template Unit	Category	Filename	Rank
About amiibo	accessory	amiibo.ncpg	-
User-Generated Content (*)	warning	ugc.ncpg	A
Online Features	communications	internet.ncpg	B, -
Parental Controls (*)	warning	parental_control.ncpg	-
Nintendo 3DS Local Play	communications	local.ncpg	-
Nintendo 3DS Download Play	communications	download.ncpg	-
Internet Connectivity	communications	internet_connection.ncpg add_content1.ncpg add_content2.ncpg timeticket1.ncpg timeticket2.ncpg balance.ncpg	-
StreetPass	communications	streetpass.ncpg	-
SpotPass	communications	spotpass.ncpg	-
Gyro/Motion Sensor Precautions	warning	gyro_motion.ncpg	B
Save Data Precautions	warning	backup.ncpg	B
New Nintendo 3DS-Specific Features	warning	new3ds.ncpg	-
Nintendo 3DS Circle Pad Pro	(see 3.14)	(see 3.14)	-

Note: Exported pages that use these templates should be placed on any page other than the first page (page_01.ncpg) or the last page of the e-manual. Once exported and edited, these templates can appear together with other content on the same page. These templates can be incorporated anywhere within pages that describe the related features.

Note: Templates with an asterisk (*) must be located on their own page, with no other content.

3.2 About amiibo

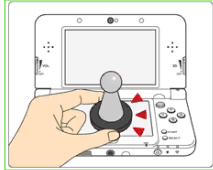
3.2.1 Page Title/Category

These titles/categories are recommended for use when the template unit is implemented on a separate page.

	Title	Category
English	About amiibo (👉)	Basic Information (👉)
French	À propos des amiibo (👉)	Informations de base (👉)
Spanish	Acerca de los amiibo (👉)	Información básica (👉)
Portuguese	Acerca dos amiibo (👉)	Informações Básicas (👉)
German	Über amiibo (👉)	Grundlegende Informationen (👉)
Italian	Informazioni sugli amiibo (👉)	Informazioni di base (👉)
Dutch	Over amiibo (👉)	Basisinformatie (👉)
Russian	Об amiibo (👉)	Основная информация (👉)

3.2.2 Template Units: Explanation/Editing

Required for all software titles that support amiibo. This template unit can be combined with other content on any page other than the first or last page. (In other words, there is no need to implement the content in this template as a separate page.)


(1)

This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the Touch Screen.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.
For more information, visit:
- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

◆ In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. You can do this by going to the HOME Menu ⇒  ⇒ amiibo Settings.

◆ An amiibo can be read by multiple compatible software titles.
◆ If the data on your amiibo becomes corrupted and cannot be restored, go to the HOME Menu ⇒  ⇒ amiibo Settings and reset the data.

The Nintendo 3DS NFC Reader/Writer is required to use amiibo with a Nintendo 3DS/3DS XL or the (original) Nintendo 2DS system.

IMPORTANT

A light touch on the Touch Screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.

α

β

Item	Rank	Design	Text Edits
(1)	-	Adjustable	If it is possible to delete amiibo data within the software, it is recommended that information about this be included in place of the reference to the HOME Menu. α It is recommended that this section be removed for software which does not write data to an amiibo. β Remove this section for New Nintendo 3DS-exclusive software, as the listed accessory is not compatible with these systems. Either use the sample text verbatim, or use text with the same intent.

3.3 User-Generated Content

UGC precautions consist of two parts:

- General UGC precautions (this template unit)
- Software-specific UGC information

The general UGC precautions are required in the e-manual for all software which supports UGC. See the CTR Guidelines for details on what is considered UGC.

Software-specific information should be explained within the software; as of CTR Guidelines 5.3, it is no longer necessary to include this in e-manuals. Please refer to the CTR Guidelines for details on what information is to be provided.

3.3.1 Page Title/Category

	Title	Category
English	Information Sharing (🚫)	Basic Information (📖)
French	Partage d'informations (🚫)	Informations de base (📖)
Spanish	Intercambio de datos (🚫)	Información básica (📖)
Portuguese	Partilhar Informações (🚫)	Informações Básicas (📖)
German	Informationsaustausch (🚫)	Grundlegende Informationen (📖)
Italian	Condivisione di contenuti (🚫)	Informazioni di base (📖)
Dutch	Informatie delen (🚫)	Basisinformatie (📖)
Russian	Обмен информации (🚫)	Основная информация (📖)

3.3.2 Template Units: Explanation/Editing

Required for all software titles that support exchange of UGC, excluding the system user name and Mii characters (including Mii nicknames which are sent as text data).

(1) User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, QR Code™ patterns, etc.

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties. Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make someone uncomfortable.
 - Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
 - Do not include illegal content or any content which aids illegal activity.
 - Do not include any content which violates public morality.

Item	Rank	Design	Text Edits
(1)	A	Adjustable	Editing this text is prohibited.

3.4 Online Features

3.4.1 Page Title/Category

These titles/categories are recommended for use when the template unit is implemented on a separate page.

	Title	Category
English	Online Features (🔗)	Basic Information (🔗)
French	Fonctions en ligne (🔗)	Informations de base (🔗)
Spanish	Funciones en línea (🔗)	Información básica (🔗)
Portuguese	Funcionalidades Online (🔗)	Informações Básicas (🔗)
German	Online-Funktionen (🔗)	Grundlegende Informationen (🔗)
Italian	Funzioni online (🔗)	Informazioni di base (🔗)
Dutch	Onlinefuncties (🔗)	Basisinformatie (🔗)
Russian	Онлайн-функции (🔗)	Основная информация (🔗)

3.4.2 Template Units: Explanation/Editing

Required for all software titles that include online features. This template is meant to inform users of the extra features they can enjoy by going online. This template unit can be combined with other content on any page other than the first or last page. (In other words, there is no need to implement the content in this template as a separate page.)

This software allows you to play co-op with other players online, along with sharing your experiences on Miiverse™. For more information, see the Co-Op Play page.

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.
- ◆ To use Miiverse features, you must have already launched Miiverse and completed the initial setup.

(1)

This software supports Nintendo Network™.



Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

(2)

Online Precautions

- If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.
- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand.

(3)

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Make sure to include the following information. • What benefits connecting to the Internet brings to the title.

Item	Rank	Design	Text Edits
			• Explanation that Internet usage requires users to set up an Internet connection on their console (guide users to their console's Operations Manual for instructions) • Explanation that initial Miiverse setup is required to use Miiverse viewing/posting features • Any other required software-specific precautions You can use as much space as needed to describe these features, or direct users to another page which explains the features in context.
(2)	-	Adjustable	Editing this text is prohibited.
(3)	B	Adjustable	Editing this text is prohibited. For licensee titles that use their own independent game servers (or other similar situations), it is acceptable to add items to better describe the functionality of the application.

3.5 Parental Controls

3.5.1 Page Title/Category

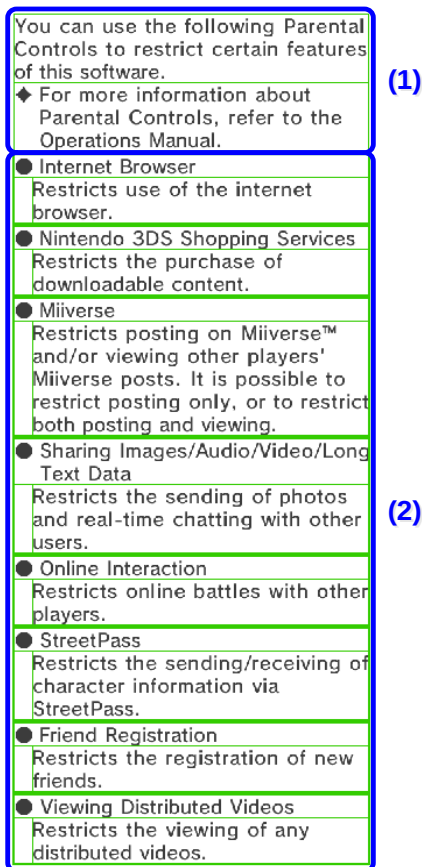
	Title	Category
English	Parental Controls (🚫)	Basic Information (👉)
French	Contrôle parental (🚫)	Informations de base (👉)
Spanish	Control parental (🚫)	Información básica (👉)
Portuguese	Controlo Parental (🚫)	Informações Básicas (👉)
German	Altersbeschränkungen (🚫)	Grundlegende Informationen (👉)
Italian	Filtro famiglia (🚫)	Informazioni di base (👉)
Dutch	Ouderlijk toezicht (🚫)	Basisinformatie (👉)
Russian	Родительский контроль (🚫)	Основная информация (👉)

3.5.2 Template Units: Explanation/Editing

Required for all software titles which allow restriction based on the system's Parental Controls (with the exception of Software Rating and 3D Display).

Create an independent page for this template. If there is any additional information that you want to share with parents or guardians, feel free to add such content to this page.

For more information about Parental Controls, consult the *CTR Overview: System Features => System Applications => System Settings*.



Item	Rank	Design	Text Edits
(1)	–	Adjustable	Guide the user about using Parental Controls, and include text that refers users to the Operations Manual. Either use the sample text verbatim, or use text with the same intent.
(2)	–	Adjustable	Remove any Parental Controls which are not applicable to your software. The Miiverse entry is only applicable if your software <i>contains</i> functionality to interact with Miiverse, rather than accessing it via the HOME Menu. For all applicable Parental Controls, edit the description to match what can be actually restricted in your software.

3.6 Nintendo 3DS Local Play

Required for all titles that support Nintendo 3DS Local Play. If the software has modes that can be played using both Nintendo 3DS Local Play and Nintendo 3DS Download Play, it is acceptable to combine the template content relevant to the corresponding play modes into one explanation.

Battle (Local Play) 

Up to four players can take the characters they've raised and send them out to battle each other! This mode will be unlocked as you progress through the game.

● You Will Need:

- One Nintendo 3DS system per player

- One copy of the software per player

● Setup

One player (the host) will create a group. Once all players have joined this group, the battle will begin.

Creating a Group

1. On the title screen, select "Battle", then "Create Group".

2. Once all players' names have appeared, select "Begin" to start the battle.

Joining a Group

1. On the title screen, select "Battle", then "Join Group".

2. Select the group to join.

(1)

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Make sure you include the following information: • Heading that indicates a description of Local Play (use the icon) • The maximum number of people that can be involved in the communication • The type of multiplayer (battle/exchange) • If there are conditions to be met before the online play in question becomes possible, when can it start? • The number of systems and copies of the software required • Procedure

3.7 Nintendo 3DS Download Play

Required for all titles that support Nintendo 3DS Download Play. If the software has modes that can be played using both Nintendo 3DS Local Play and Nintendo 3DS Download Play, it is acceptable to combine the template content relevant to the corresponding play modes into one explanation.

Battle (Download Play) » 

With just one copy of this software, up to four players can battle it out in the arena! This mode will be unlocked as you progress through the game.

● **You Will Need:**

- One Nintendo 3DS system per player
- At least one copy of the software

● **Setup**

The host will create a group. Once all players have joined this group, the battle will begin.

Creating a Group

1. On the title screen, select "Battle", then "Create Group".
2. Once all players' names have appeared, select "Begin" to start the battle.

◆ The player who creates the group will be able to select the course and a character. Other players will use default characters.

Joining the Group

1. On the HOME Menu, select the Download Play icon, then touch "Open".
2. Select the Nintendo 3DS logo.
3. Select this software from the list.

◆ You may need to perform a system update. Follow the on-screen instructions to begin the update.

If you receive a message during the system update that the connection was unsuccessful, carry out the system update from the System Settings application. For further information about system updates, refer to the Operations Manual.

(1)

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Make sure you include the following information. • Heading that indicates a description of Download Play (use the icon) • The number systems for the participants involved • The fact that at least one person must own the software • The maximum number of people that can be involved in the communication • The type of multiplayer (battle/exchange) • If there are conditions to be met before the online play in questions becomes possible, when can it start? • The difference of the user experience for those who do and do not own the software (if such differences exist) • The number of systems and copies of the software required • Procedure ○ The procedure should be explained in a way that lets users understand the difference in what users who own the game should do, versus what users who don't own the game should do. Also, mention in the procedure for players who don't own the software that a system update may be required.

3.8 Internet Connectivity

3.8.1 Selecting Internet Communication Template Units

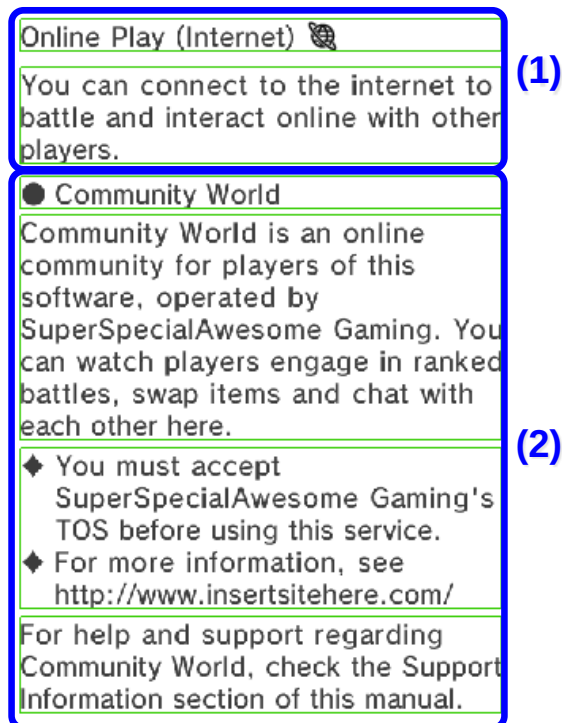
Nintendo provides three different template units that relate to Internet communication. Select all that apply to your application and use them in the application's e-manual. Use the table below as a reference to the categories of software specifications when choosing which templates to use.

Table 3-2 Internet-Related Template Units

Template Unit	Category	Filename	Rank
Internet Communication	communications	internet_connection.ncpg	-
Add-On Content	communications	add_contents.ncpg	-
Subscriptions	communications	timeticket.ncpg	-

3.8.2 Internet Communication

Required for all titles with online functionality.



Item	Rank	Design	Text Edits
(1)	-	Adjustable	Make sure you include the following information. • Heading that indicates a description of Internet communication (use the icon) • Internet enhancements
(2)	-	Adjustable	If the software includes any proprietary network services operated by the publisher, include the following content: • Service name • Service content • Operator of the service (e.g. the publisher name) • Where detailed information about the service can be found (if there is a homepage or other source of information about the service in question) • Contact for inquiries about the service (if there is a specific point of contact) • Information about any additional terms of use which the user must accept to use the service

3.8.3 Downloadable Content

Required for all titles which allow users to purchase DLC (downloadable content).

Purchasing DLC

You can purchase downloadable content (DLC) via Nintendo eShop.

How to Purchase

Follow the on-screen instructions to select, purchase and receive the DLC you would like.

sample

About Purchasing DLC

- You can check your purchased DLC in the Account Activity section of Nintendo eShop.
- Once purchased, DLC can be re-downloaded for free.
- ◆ Purchased DLC may no longer be available for re-download if you delete your Nintendo Network ID.
- Purchased DLC will be saved to the SD Card.
- Purchased DLC is only compatible with the Nintendo 3DS system used to purchase it. If you insert the SD Card into another system, items you have purchased will not be available on that system.

Adding Funds

To purchase DLC, you must have the required funds in your Nintendo eShop account balance. If you do not have the required funds, you will be prompted to add funds. Select "Add Funds" to proceed.

You will need a Nintendo eShop Card, Nintendo eShop activation code or credit card to add funds.

- ◆ It is possible to save the credit card details so it is not necessary to enter them every time you add funds.
- ◆ Saved credit card details can be removed at any time through "Settings/Other" in Nintendo eShop.

(1) (2) (3) (4)

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Make sure you include the following information: • Heading that indicates a description of purchasing DLC • What the purchase of DLC adds to the experience • How to purchase DLC Make it clear that this is a paid service if appropriate.
(2)	–	Adjustable	Either use the sample text verbatim, or use text with the same intent. Instances of the phrase “DLC” should be replaced with the in-game name of the DLC. If DLC is immediately consumed upon purchase, remove all but the first bullet point and the first sentence of the last bullet point in this section.
(3)	–	Adjustable	Insert for software that uses DLC items as in-game currency (IGC). Where appropriate, replace instances of “IGC” with the in-game name of the item (e.g. “Jewels”) and the name of the service provider, respectively.
(4)	–	Adjustable	If this is a paid service, either use the sample text verbatim, or use text with the same intent. Instances of “DLC” and “Add Funds” should be replaced with the in-game name of the content/service and the name of the button that the user taps to add funds, respectively.

3.8.4 Passes

Required for all titles which allow users to avail of a time-based pass for an online service.

(1) Purchasing Passes

To play online with friends around the world, you will first need to purchase a pass.

How to Purchase

Passes become active immediately upon purchase. If you purchase subsequent passes, they will become active as soon as the current pass expires.

Single 30-day Pass

Purchased 1/9, 9:00am (active)

Validity Period Cannot Use

1/10, 9:00 Expires

To continue using the service, another pass is needed.

Multiple 30-day Passes

Purchased 1/9, 9:00am (active)

Validity Period

Purchase New Pass

Period Extended

Extended to 31/10, 9:00

● The price and duration of each pass is displayed on the purchase screen.

● To purchase a pass, you must have the required funds in your Nintendo eShop account balance.

● Passes are not automatically renewed. If you wish to continue using the service, you must purchase another pass.

How to Purchase

Follow the on-screen instructions to select, purchase and receive the DLC you would like.

sample

About Purchasing Passes

● You can check purchase information, such as the transaction date, in the Account Activity section of Nintendo eShop.

● You can purchase passes totalling up to a maximum length of 360 days.

● Passes can only be used with this software.

(3) Adding Funds

To purchase a ticket, you must have the required funds in your Nintendo eShop account balance. If you do not have the required funds, you will be prompted to add funds. Select "Add Funds" to proceed.

You will need a Nintendo eShop Card, Nintendo eShop activation code or credit card to add funds.

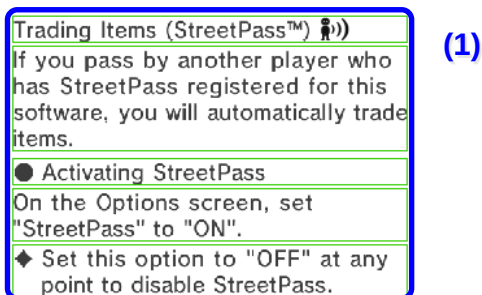
◆ It is possible to save the credit card details so it is not necessary to enter them every time you add funds.

◆ Saved credit card details can be removed at any time through "Settings/Other" in Nintendo eShop.

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Make sure you include the following information. ● Heading that indicates a description of purchasing passes ● What the purchase of passes adds to the experience ● The durations of the passes available (explained as clearly as possible if the passes have a finite duration) ● Procedure for purchasing passes Make it clear that this is a paid service if appropriate.
(2)	–	Adjustable	Either use the sample text verbatim, or use text with the same intent. Instances of the phrase “extra item” should be replaced with the in-game name of the add-on content.
(3)	–	Adjustable	If this is a paid service, either use the sample text verbatim, or use text with the same intent. Instances of “ticket” and “Add Funds” should be replaced with the in-game name of the content/service and the name of the button that the user taps to add funds, respectively.

3.9 StreetPass

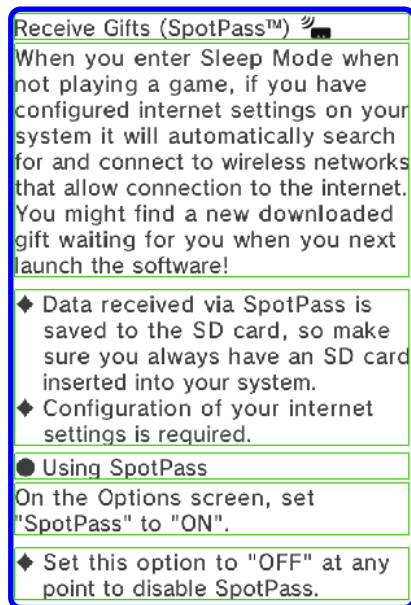
Required for all titles that support StreetPass.



Item	Rank	Design	Text Edits
(1)	–	Adjustable	Make sure you include the following information. • Heading that indicates a description of StreetPass (use the icon) • What can be done with StreetPass • The fact that all players must activate StreetPass for this software in order to communicate • Procedures for activating and deactivating StreetPass

3.10 SpotPass

Required for all titles that support SpotPass, excluding software that only uses SpotPass in the so-called "immediate execution" mode.



(1)

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Make sure you include the following information. • Heading that indicates a description of SpotPass (use the icon) • What can be done with SpotPass • The fact that data received through SpotPass is saved on SD Cards • Procedures for activating and deactivating SpotPass When guiding users to screens in the activation process that cannot be displayed any time the user wants (for example, screens that are automatically displayed when the user progresses to a certain point in the game), be sure to also describe how to explain to the user how to change the settings at any time.

3.11 Gyro/Motion Sensor Precaution

Required for all titles that include gyro/motion sensor functionality.

Nintendo recommends that it be placed on the same page that describes the related features (that is, the page that explains how motion control works for the title).

Note: Be sure to also explain how to use motion control with your title, including which game modes or content support motion control within the title's e-manual. Any additional relevant precautions must be clearly explained as well.

Note: NOA has a similar template, but the conditions for using the template unit are different. NOA requires this to be shown only for software that involve extensive motion.

(1)
When using this software, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands. Do not move the system with excessive force, as this could lead to injuries, damage to the product or damage to nearby objects.

Item	Rank	Design	Text Edits
(1)	B	Adjustable	Editing this text is prohibited.

3.12 Save Data Precautions

Required for all titles with the ability to save data (including extra data) to a Game Card or SD Card.

- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

(1)

Item	Rank	Design	Text Edits
(1)	B	Adjustable	Editing this text is prohibited.

3.13 New Nintendo 3DS-Specific Features

Required for all titles with modes/features which are only available on a New Nintendo 3DS/3DS XL/2DS XL system. It is recommended that this be placed on the page explaining such modes/features.

This mode is only available on New Nintendo 3DS/3DS XL/2DS XL systems.

(1)

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Either use the sample text verbatim, or use text with the same intent.

3.14 Nintendo 3DS Circle Pad Pro

Required for titles that support the Nintendo 3DS Circle Pad Pro accessory. This is not necessary for New Nintendo 3DS-exclusive software.

Table 3-3 List of Template Units

Template Unit	Category	Filename	Required?	Rank
Accessory Manual	accessory	circle_pad1_ref.ncpg	Yes	-
Standby Mode	accessory	circle_pad2_sby.ncpg	Recommended	-
Right Circle Pad Calibration	accessory	circle_pad3_cal.ncpg	Yes	-

Circle Pad Pro Instructions
(circle_pad1_ref.ncpg)

- (1) For detailed information on setup and use of the Circle Pad Pro, please refer to the accessory's instruction booklet. This accessory is not necessary if you are using a New Nintendo 3DS/3DS XL/2DS XL system.

Standby Mode
(circle_pad2_sby.ncpg)

- (2) If the Circle Pad Pro is not used for five minutes, it will enter standby mode. To end standby mode, press **[ZL]/[ZR]**.

Right Circle Pad Calibration
(circle_pad3_cal.ncpg)

- (3) **Circle Pad Pro Calibration**
- 
- If the Right Circle Pad is not responding correctly, or it is sending signals to the software without being touched, follow the instructions below to calibrate the accessory.
- Calibration
 - 1. On the main menu, select "Options", then "Right Circle Pad Calibration".
 - 2. Follow the on-screen instructions to calibrate the Right Circle Pad.
- ◆ Calibration of the Nintendo 3DS system's Circle Pad can be carried out in the System Settings.

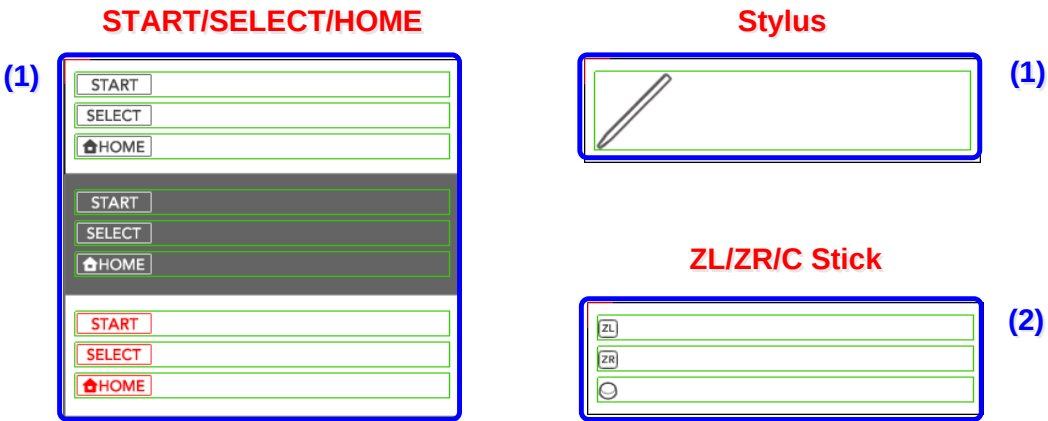
Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.
(2)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.
(3)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent. Replace step 1 of the procedure with a description that tells users how to get to the Right Circle Pad calibration screen. It is acceptable to add more steps to the procedure as necessary.

3.15 Illustrations for Nintendo 3DS-Compatible Software

The textures for the buttons and stylus used for systems in the Nintendo 3DS family are described below.

Table 3-4 List of Template Units

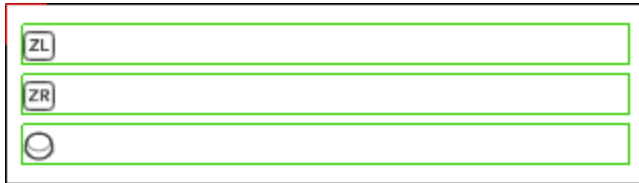
Template Unit	Category	Filename	Rank
START / SELECT / HOME	button	button.ncpg	-
ZL / ZR / C Stick	button	button2.ncpg	-
Stylus	button	touchpen.ncpg	-



Item	Rank	Design	Text Edits
(1)	-	-	These illustrations are common to all systems in the Nintendo 3DS family.
(2)	-	-	These illustrations are common to the New Nintendo 3DS/3DS XL/2DS XL system, and can be used for software that is exclusive to or enhanced for these systems.

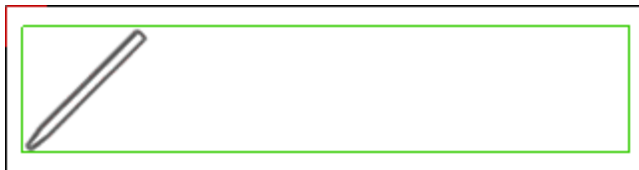
3.15.1 ZL / ZR / C Stick

Illustrations for the ZL Button, ZR Button, and C Stick are common to the New Nintendo 3DS/3DS XL/2DS XL system, and should be used for software that is exclusive to or enhanced for these systems.



3.15.2 Stylus

The illustration of the stylus is common to all systems in the Nintendo 3DS family.



4 Template Units (Last Page)

This chapter describes the template units that are required for the last page. Certain template units require edits to specific portions (indicated in red), which are also described in detail.

4.1 Page Title/Category

	Title	Category
English	How to Contact Us (✖)	Support Information (✖)
French	Nous contacter (✖)	Informations de contact (✖)
Spanish	Información de contacto (✖)	Contacto (✖)
Portuguese	Informações de Contacto (✖)	Assistência Técnica (✖)
German	Kontaktinformationen (✖)	Serviceinformationen (✖)
Italian	Come contattarci (✖)	Servizio informazioni (✖)
Dutch	Contactgegevens (✖)	Ondersteuning (✖)
Russian	Как с нами связаться (✖)	Информация о поддержке (✖)

4.2 Required Template Units (Last Page)

The last page of an e-manual should contain the support information that tells consumers how to contact the publisher in case of any software-specific questions or problems.

Table 4-1 Template Unit for the Final Page of Nintendo-Published Titles

No.	Template Unit	Category	Filename	Rank
1	Support Information	support_info	support_internal.ncpg	B

Table 4-2 Template Unit for the Final Page of Licensee-Published Titles

No.	Template Unit	Category	Filename	Rank
1	Support Information	support_info	support_licensee.ncpg	B

4.3 Template Units: Explanation/Editing

4.3.1 Nintendo Support Information

Required for all titles published by Nintendo.

This game is published by Nintendo.	(1)
For product information, please visit the Nintendo website at: www.nintendo.com/countryselector	
For technical support and troubleshooting, please visit: support.nintendo.com	

Item	Rank	Design	Text Edits
(1)	B	Adjustable	Editing this text is prohibited.

4.3.2 Licensee Support Information

Required for all third-party (licensee) software titles.

This game is published by (publisher).	(1)
Phone Number / E-mail / Web Site Support Hours / Other Info	
(Place other support-related information here)	
Customer support is available in the following language(s):	(2)
(Add supported languages here)	
	(3)

Item	Rank	Design	Text Edits
(1)	B	Adjustable	Insert the name of the software publisher. Insert any support resources, such as a customer service helpline, web site, etc. Do not direct consumers to Nintendo's support resources for software-specific issues. If a phone number is given, include information about the cost of the phone call (e.g. "Local rates apply.").
(2)	B	Adjustable	Insert any additional information, such as opening hours, etc.
(3)	B	Adjustable	Specify the languages that you provide support in.

5 Virtual Console–Specific Edits

Creating e-manuals for Virtual Console titles requires some of the same template units outlined in Chapter 2 Template Units, as well as pages explaining Virtual Console-specific features.

The following templates have been prepared especially for Virtual Console manuals using the Nintendo Virtual Console framework (Game Boy, Game Boy Color, NES).

- Virtual Console-specific design templates (headers, callouts, tables)
- Virtual Console Disclaimer (legal text)
- Virtual Console Extra Pages (Ending the Game, Virtual Console Features)

This section explains how to use these templates to create Virtual Console electronic manuals. For Virtual Console titles, the design templates should be used as is, without modification.

Licensees may create their own content for third-party Virtual Console implementations. In this case, it is acceptable to reuse template units from this section if they fit the specifications of the third-party implementation.

5.1 Important Information

5.1.1 Page Title/Category

Use 2.1 Page Title/Category as a reference for the official translations of this page title/category.

5.1.2 Required Template Units

Required for all Virtual Console titles. Use the template manager to combine the template units listed below. Do not change the order of the pages. Save the merged template as page_01.ncpg, and modify the page title to the appropriate text using 2.1 Page Title/Category for reference. The instructions for editing the individual template units listed in Chapter 2 Template Units apply to Virtual Console titles as well.

Note: Be careful not to use the order specified in Table 2-1; Virtual Console titles do not need to include data such as middleware notices.

Table 5-1 Template Unit Insertion Order (Page 1)

Item	Template Unit	Category	Filename	Rank
1	Important Information	warning	health_safety.ncpg	A
2	Template Only Note (see below)	vc	vc_templatesonly.ncpg	-
3	Language Selection	language	lang_vc.ncpg	-
4	Age Rating Information	agerating	agerating.ncpg	-
5	Advisories	warning	advisories.ncpg	A
6	Virtual Console Disclaimer (see below)	vc	vc_disclaimer.ncpg	A
7	Standard Copyright Statement	copyright&trademark	standard_copyright.ncpg	B
8	E-Manual Code	emanual_code	emanual_code.ncpg	-

5.1.3 Template Units: Explanation/Editing

5.1.3.1 Templates Only Note

Required for languages where the Virtual Console template units are provided, but there is no translation of software-specific content. Templates are provided for Dutch, Portuguese and Russian.

Existem mais informações de jogo relativas a este título disponíveis nas versões de língua inglesa, francesa, espanhola, alemã e italiana deste manual. Para alterar o idioma do manual, regresse à página de conteúdos, toque em IDIOMA e siga as instruções no ecrã. (1)

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Editing this text is prohibited.

5.1.3.2 Virtual Console Disclaimer

Required for all Virtual Console titles.

Virtual Console™ (1)
This software represents game content, characters, sounds, etc. from the original games. The porting of games from their original systems may result in minor changes to the game display and sound. These changes do not affect gameplay.

Item	Rank	Design	Text Edits
(1)	A	Adjustable	Editing this text is prohibited.

5.2 Switching Controllers

5.2.1 Page Title/Category

	Title	Category
English	Switching Controllers (👉)	[blank] (👉)
French	Changer de manette (👉)	[blank] (👉)
Spanish	Cambio de mando (👉)	[blank] (👉)
Portuguese	Alternar entre Comandos (👉)	[blank] (👉)
German	Controller wechseln (👉)	[blank] (👉)
Italian	Scambiare i controller (👉)	[blank] (👉)
Dutch	Controllers wisselen (👉)	[blank] (👉)
Russian	Переключение контроллеров (👉)	[blank] (👉)

5.2.2 Template Units: Explanation/Editing

Required for all NES Virtual Console titles. These titles include a feature to switch between virtual Player 1/Player 2 controllers. Select the appropriate template to fit your game.

The content in this template must not be combined with any other content.

vc_switch_ctrl_single.ncpg
(Single Player)

- (1) Hold down **L** + **R** and press **Y** to switch between the first and second controllers.
You cannot play this game using the second controller, so make sure you use the first controller.

vc_switch_ctrl_alterate.ncpg
(Multiplayer: Players Take Turns)

- (2) Hold down **L** + **R** and press **Y** to switch between the first and second controllers.
When alternating between player characters, ensure that you switch controllers to control the correct character.
- ◆ You cannot use both controllers simultaneously.
 - ◆ If you find the game to be unresponsive, you may have unintentionally switched to the other controller. Please switch controllers and try again.

vc_switch_ctrl_simultaneous.ncpg
(Multiplayer: Simultaneous Play)

- (2) Hold down **L** + **R** and press **Y** to switch between the first and second controllers.
- ◆ You cannot use both controllers simultaneously on a single Nintendo 3DS system. For this, you need to use Download Play with two systems (see the "Download Play" page).
 - ◆ If you find the game to be unresponsive, you may have unintentionally switched to the other controller. Please switch controllers and try again.
 - ◆ You cannot switch controllers during Download Play.

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Explain how to switch between controllers. Either use the sample text verbatim, or use text with the same intent. It is acceptable to remove or adjust this paragraph if the software contains features usable via the second controller, e.g. accessing a password screen, or if both first and second controller can be used interchangeably to control the software.
(2)	–	Adjustable	Explain how to switch between P1 and P2. Either use the sample text verbatim, or use text with the same intent.

5.3 Virtual Console Download Play

5.3.1 Page Title/Category

	Title	Category
English	Download Play (🎮)	[blank] (🎮)
French	Mode téléchargement (🎮)	[blank] (🎮)
Spanish	Modo descarga (🎮)	[blank] (🎮)
Portuguese	Modo Download (🎮)	[blank] (🎮)
German	Download-Spiel (🎮)	[blank] (🎮)
Italian	Modalità download (🎮)	[blank] (🎮)
Dutch	Download Play (🎮)	[blank] (🎮)
Russian	Загружаемая игра (🎮)	[blank] (🎮)

5.3.2 Template Units: Explanation/Editing

Required for all Virtual Console titles which support Download Play. The content in this template must not be combined with any other content.

It is not necessary to include this page for languages into which the manual is only partially translated (see A.3 Partial-Manual Languages).

XXXXXX (Download Play) » (1)

With multiple Nintendo 3DS systems and at least one copy of the software, you can enjoy multiplayer via Download Play.

You Will Need

- One Nintendo 3DS system per player
- One copy of the software

Setup

● **Host System**

1. On the Virtual Console Menu, select "Start Download Play".

2. Check that the other system has connected, then select "Begin".

3. XXXXXXXXXXXX
XXXXXXXXXXXX

● **Client System**

1. On the HOME Menu, touch the Download Play icon, then touch "Open".
2. Touch the Nintendo 3DS logo.
3. Touch the panel for this software to begin the download.

End Download Play

You can end Download Play by selecting "End Download Play" on the Virtual Console Menu.

Sleep Mode

This software will not enter Sleep Mode during Download Play, even when the Nintendo 3DS system is closed.

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Make sure to include the following information. • Heading that indicates a description of Download Play (use the icon) • The number of systems for the participants involved • The fact that a copy of the software is required • The maximum number of people that can be involved in the communication • The type of multiplayer (battle/exchange) • The number of systems and copies of the software required • How to start and end Download Play • Supplemental note about Sleep Mode If using the sample text, make sure to rewrite the text to include the number of systems required, the name of the software, and the procedures for getting started based on how the game actually works.

5.4 Ending the Game

5.4.1 Page Title/Category

	Title	Category
English	Ending the Game (👉)	[blank] (👉)
French	Quitter le jeu (👉)	[blank] (👉)
Spanish	Cómo terminar la partida (👉)	[blank] (👉)
Portuguese	Terminar o Jogo (👉)	[blank] (👉)
German	Das Spiel beenden (👉)	[blank] (👉)
Italian	Interrompere il gioco (👉)	[blank] (👉)
Dutch	Het spel beëindigen (👉)	[blank] (👉)
Russian	Завершение (👉)	[blank] (👉)

5.4.2 Template Units: Explanation/Editing

Required for all Virtual Console titles. The content in this template must not be combined with any other content.

Table 5-2 Template Unit Selection (Ending the Game)

Item	Template Unit	Category	Filename	Rank
1	Ending the Game	vc	vc_end.ncpg	-

Press **HOME** during play to suspend the game and display the HOME Menu on the lower screen. This creates a suspension point, which will save your progress even if you close the game. For further information about suspension points, see the "Virtual Console Features" page.

(1)

Item	Rank	Design	Text Edits
(1)	-	Adjustable	Either use the sample text verbatim, or use text with the same intent.

5.5 Virtual Console Features

5.5.1 Page Title/Category

	Title	Category
English	Virtual Console Features (👉)	[blank] (👉)
French	Console virtuelle (👉)	[blank] (👉)
Spanish	Funciones de la consola virtual (👉)	[blank] (👉)
Portuguese	Funções da Consola Virtual (👉)	[blank] (👉)
German	Virtual Console-Funktionen (👉)	[blank] (👉)
Italian	Funzioni della Virtual Console (👉)	[blank] (👉)
Dutch	Virtual Console-functies (👉)	[blank] (👉)
Russian	Виртуальная консоль (👉)	[blank] (👉)

5.5.2 Template Units: Explanation/Editing

Required for all Virtual Console titles. The content in this template must not be combined with any other content.

This page is split into two sections: Virtual Console Features and Console-Specific Features. Choose either one or two templates from the six provided, based on the specifications of your software title.

- Game Boy and Game Boy Color titles require one template each from items 1 and 2 below, whereas Nintendo Entertainment System (NES) titles only require one template from item 1.
- For item 1, choose the template with `_save` in the filename if the original version of your title supported an in-game save feature. Otherwise, use the template without `_save` in the filename. If your software supports Download Play, use the appropriate `_dlplay` template.

Table 5-3 Template Unit Selection (Virtual Console Features)

Item	Template Unit	Category	Hardware	Filename	Rank
1	Virtual Console Features	vc	Game Boy Game Boy Color	vc_menu.ncpg vc_menu_save.ncpg	-
			Nintendo Entertainment System	vc_menu_nes.ncpg vc_menu_save_nes.ncpg vc_menu_nes_dlplay.ncpg vc_menu_save_nes_dlplay.ncpg	
2	Console-Specific Features	vc	Game Boy Game Boy Color	vc_extras_gb.ncpg vc_extras_cgb.ncpg	-

Choose the appropriate template based on the original platform of the title and whether or not the original version of the title featured an in-game save feature.



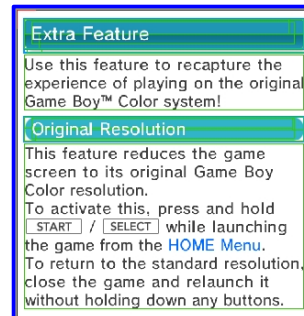
5.5.2.2 Console-Specific Features

Required for all Game Boy/Game Boy Color Virtual Console titles. Use the appropriate template unit for the original game system.

Game Boy



Game Boy Color



(1)

Item	Rank	Design	Text Edits
(1)	–	Adjustable	Either use the sample text verbatim, or use text with the same intent.

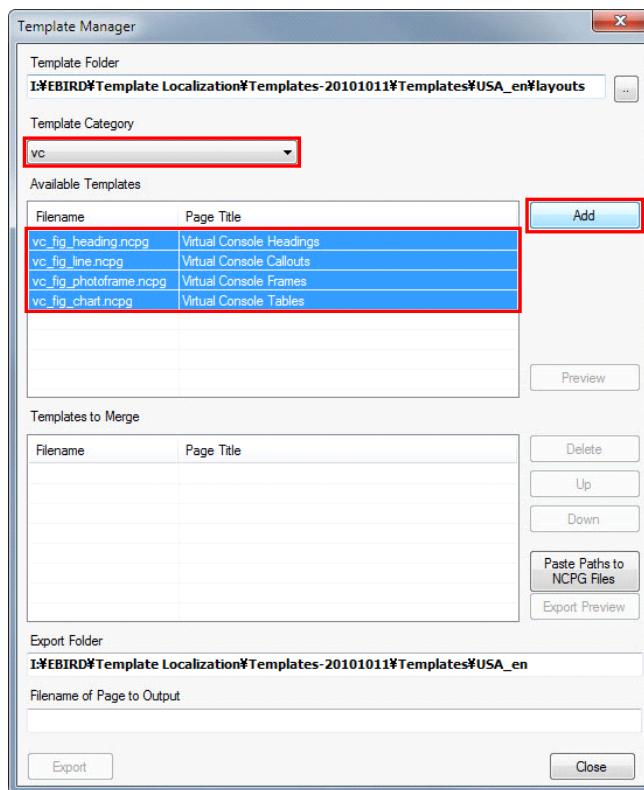
5.6 Using Virtual Console-Specific Design Templates

This section explains how to make headers, callouts and tables in Virtual Console e-manuals using the Virtual Console-specific design templates. For more information about basic manual creation, see section 4.6 Creating the Main Body in *Part 1 – Manual Creation Workflow*.

5.6.1 Preparing Design Templates

This section explains how to use the template manager to export Virtual Console-specific design templates.

1. Select **vc** as the template category, select **Virtual Console Headers**, **Virtual Console Callouts**, **Virtual Console Tables**, and **Virtual Console Frames**, then click **Add**.



2. Enter the output file name and click **Export**.

Template Manager

Template Folder
I:\EBIRD\Template Localization\Templates-20101011\Templates\USA_en\layouts

Template Category
vc

Available Templates

Filename	Page Title
vc_fig_heading.ncpg	Virtual Console Headings
vc_fig_line.ncpg	Virtual Console Callouts
vc_fig_photoframe.ncpg	Virtual Console Frames
vc_fig_chart.ncpg	Virtual Console Tables

Templates to Merge

Filename	Page Title
vc/vc_fig_heading.ncpg	Virtual Console Headings
vc/vc_fig_line.ncpg	Virtual Console Callouts
vc/vc_fig_photoframe....	Virtual Console Frames
vc/vc_fig_chart.ncpg	Virtual Console Tables

Export Folder
I:\EBIRD\Template Localization\Templates-20101011\Templates\USA_en

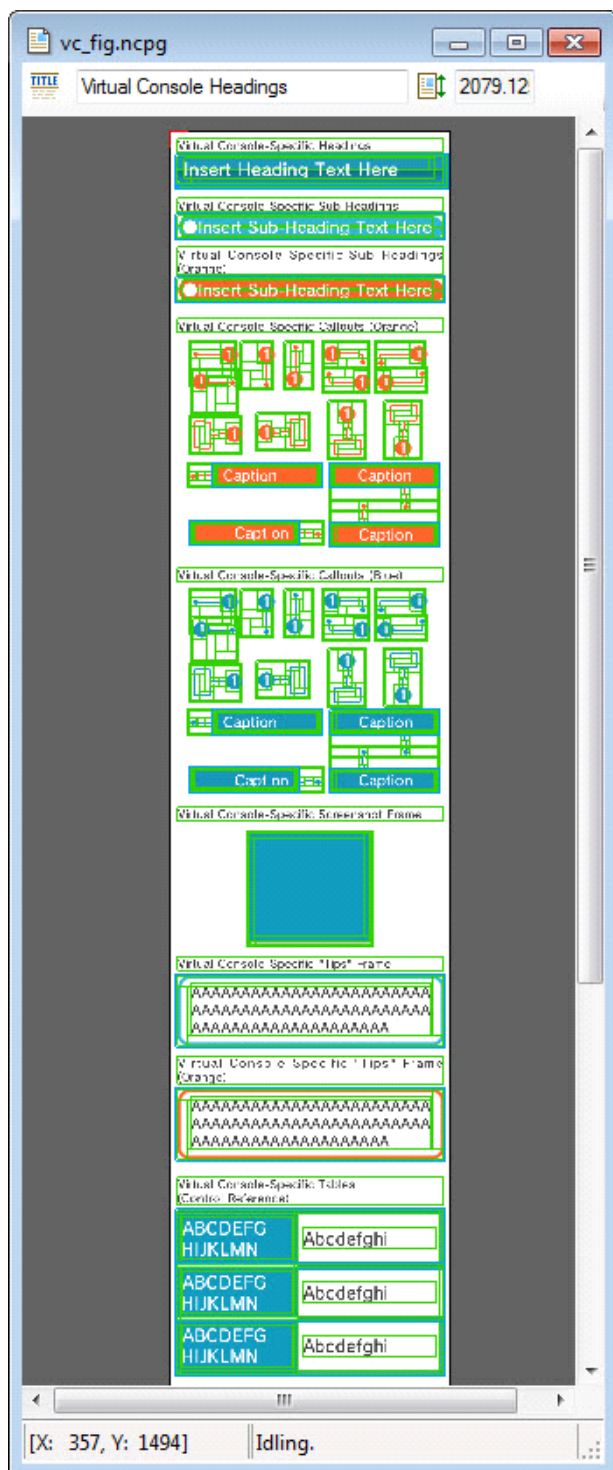
Filename of Page to Output
vc_fig

Export

Note: The exported NCPG file will be a composite template page. This page should be deleted before the completion of the manual, so the file name is not important.

3. Open the exported NCPG file. Copy the relevant portions from this page and use them in the main body of the

manual.



For further information on using these design templates in the manual, see Chapter 5 Using Design Templates in *Part 1 – Manual Creation Workflow*.

Appendix A Region-Specific Information

A.1 Manual Language Requirements

The following table outlines the required/recommended languages for each market.

Table 5-4 Manual Language Requirements

Publisher Type	USA	EUR
First-Party Second-Party	- English required. - French/Spanish/Portuguese recommended.	- It is required that the manual be translated into all languages present in the software. - French required if the title will be published in France. - It is recommended that the manual be translated into all system languages.
Third-Party	- English required. - French/Spanish/Portuguese recommended.	- English required. - French required if the title will be published in France. - It is recommended that the manual be translated into all system languages. - E-manuals recommended for any additional languages available in the ROM.

A.2 Regional Template Packages

Templates are provided for the following languages:

- NOA: The Americas
 - US English, Canadian French, Latin American Spanish, Brazilian Portuguese
- NOE: Europe/Oceania
 - UK English, German, Italian, European French, European Spanish, Dutch, European Portuguese, Russian
- NOK: South Korea
 - Korean (Hangul)
- NPC: Taiwan (Republic of China), Hong Kong, Macau, Guangzhou
 - Traditional Chinese
- iQue: Mainland China
 - Simplified Chinese

Use the NOE templates to produce manuals for the entire PAL region, including Oceania. Be sure to localize the comprehensive contact information on the "Support Information" page for each region.

Note that NOE and NOA template contents differ significantly, partially in relation to copyright texts. For this reason, it is not acceptable to use one set of templates for both markets.

For languages where templates are not provided, it is acceptable to use a direct translation of the English text.

A.3 Partial-Manual Languages

If it is necessary to include only partial e-manuals for certain languages (e.g. for legal reasons or if only a part of the software is translated), use the sentences provided in Table 5-5 Template-Only Language Disclaimers as a reference.

This information should be placed below the Important Information template.

The text should specify all languages into which the manual is translated, so adjust the text as needed to reflect this.

Table 5-5 Template-Only Language Disclaimers

Language	Text
English	More detailed gameplay information for this title is available in the English language version of this manual. To change the manual language, return to the contents page, touch LANGUAGE, then follow the on-screen instructions.
French	Vous trouverez des informations plus détaillées sur ce logiciel dans la version anglaise de ce mode d'emploi. Pour changer la langue du mode d'emploi, retournez au sommaire, puis touchez LANGUAGE et suivez les instructions à l'écran.
Spanish	En la versión inglesa de este manual encontrarás más información sobre el juego. Para cambiar el idioma del manual, vuelve al índice, toca IDIOMA y sigue las instrucciones en pantalla.
German	Weitere Informationen über den Spielablauf dieses Titels findest du in der englischen Version dieser Anleitung. Um die Sprache zu ändern, berühre im Inhaltsverzeichnis SPRACHE und folge den Anweisungen auf dem Bildschirm.
Italian	Per maggiori informazioni di gioco su questo titolo, consulta la versione inglese di questo manuale. Per cambiare la lingua del manuale, torna alla pagina dell'indice, tocca LINGUA e segui le istruzioni a schermo.
Dutch	Meer informatie over deze titel is te vinden in de Engelstalige versie van deze handleiding. Om de taal van de handleiding te wijzigen ga je naar de inhoudsopgave, tik je op TAAL en volg je de instructies op het scherm.
Portuguese	Existem mais informações de jogo relativas a este título disponíveis na versão de língua inglesa deste manual. Para alterar o idioma do manual, regresse à página de conteúdos, toque em IDIOMA e siga as instruções no ecrã.
Russian	Более подробную информацию о гейм-плее этой игры см. в английской версии этого руководства. Чтобы изменить язык руководства, вернитесь на страницу содержания, коснитесь ЯЗЫК, затем следуйте инструкциям на экране.

Note: It is **not** acceptable to provide a partial manual for French if the software will be distributed in France; the French manual must be at least the same length as the most complete other language version.

A.4 Creating Manuals for Australia/New Zealand

If it is necessary to create a separate manual for Australia and New Zealand (e.g. for legal reasons or significant differences in functionality/on-screen elements), follow the procedure outlined in 4.3 Creating Multilingual Manual Data in *Part 1 – Manual Creation Workflow*, using the language **Europe – English (AUS/NZ)**.

This version of the manual will then be available in the on-screen manual viewer by selecting **Languages**, then **Europe – English (AUS/NZ)**. It will also be opened as the default language for users who have set their system region to Australia or New Zealand.

However, if the user has changed the manual language even once, this will no longer be the default language. For this reason, it is necessary to include an extra note in the Greetings template (see the relevant section earlier in this document) of the European English manual, if present.

Table 5-6 Extra Note Regarding AUS/NZ Manual

Language	Text
English	For Australia and New Zealand consumers, please use the appropriate English version of this manual. To change to the appropriate manual, return to the contents page, touch LANGUAGE, then select EUROPE – ENGLISH (AUS/NZ).

Appendix B Guideline Checklist

The CTR Guidelines include a number of guidelines related to e-manuals.

Please use the checklist below to ensure that all guidelines are followed appropriately. For more details on each entry, please consult the appropriate section of the CTR Guidelines/CTR Programming Precautions.

Table 5-1 Guidelines to be Addressed in the E-Manual

Check	Rank	Guideline
		All Software
	A	Does the manual contain all necessary copyright information? Reference: • 2.3.6 Font Copyrights • 2.3.7 Middleware Copyrights • 2.3.8 Open Source Software Copyrights • Nintendo 3DS Guidelines => General => Common Items: Including an E-Manual
	A	Does the manual follow the terminology outlined in the CTR terminology list and the Nintendo Network terminology list? Reference: Nintendo 3DS Guidelines => General => Common Items: Standardizing Terminology
	A	Does the manual mention the SELECT Button? (This is acceptable if it mentions that START and SELECT have the same function, or if the software is a Virtual Console title.) Reference: Nintendo 3DS Guidelines => General => Buttons: SELECT Button
	A	Is information included about the exchange of UGC? Reference: - 3.3 User-Generated Content - Nintendo 3DS Guidelines => UGC

Check	Rank	Guideline
	A	Software which uploads data to a data storage center where it can be accessed by other users Is there information about uploaded data being inaccessible on a different/formatted system? (Exceptions: Downloadable software, software where uploaded content cannot be viewed by the user, software where deletion of saved data does not adversely affect game progress.) Example: “You will not be able to use the uploaded data when accessing from a different system, or after initializing your current system with Format System Memory.” Reference: Nintendo 3DS Programming Precautions => Internet Communication => Initial Upload of Data to a CTR-NEX Data Store
	A	Software manuals containing a URL Does the manual include a URL or advertisement which has not been approved in advance by Nintendo? It is acceptable to include the following URLs without approval: • URLs for the publisher's official site • URLs for support sites • URLs appearing in the user terms of service agreement within the game • URLs contained in official legal notices In this case, ensure that the target/content is clearly shown. Example: Check the Nintendo website (http://www.nintendo.com/). Reference: Nintendo 3DS Guidelines => General => Other: Displaying URLs and Advertisements in Applications

Table 5-2 Guidelines to be Addressed in the Software or E-Manual

Check	Rank	Guideline
	A	Software which uses a non-text-based medium (e.g. an icon) to signal that it is writing data
		Is there an explanation of the icon displayed when writing data?
		Example: “A star icon will be displayed while saving data.” Reference: Nintendo 3DS Guidelines => File System => Save Data: Support for Screen Display While Writing Data
	A	Software which uploads data to a data storage center where it can be accessed by other users
		Is there information about the extent of who can access uploaded data?
		Example: “All images you upload can be viewed by friends.” Reference: Nintendo 3DS Guidelines => Internet Communication => NEX: Data Stores: Informing Users of Extent of Data Disclosure

Table 5-3 Guidelines Recommended to be Addressed in the Software or E-Manual

Check	Rank	Guideline
	-	Software which prohibits save data rollbacks
		Does the software explain that save data rollbacks are not possible?
		Example: “It is not possible to create ‘backup copies’ of your save data (e.g. by copying files from the SD card to a PC). If you overwrite your current save data with earlier data backed up in this fashion, the save data will become unusable.” Reference: Nintendo 3DS Guidelines => File System => Save Data: Save Data Rollback Prevention Feature for Downloadable Applications

Revision History

Note: All items with a ♦ and underlined must be addressed in manuals immediately, regardless of the grace period.

Version	Revision Date	Category	Description
4.5	2017/07/07	Changed	- General - Updated references to the New Nintendo 3DS/3DS XL to include the New Nintendo 2DS XL. 1 Introduction - Added information about the grace period for version 4.5 in 1.1 Grace Period. 2.1 Important Information - Adjusted to match changes in the corresponding template. 3.2 About amiibo - Adjusted to match changes in the corresponding template. 3.13 New Nintendo 3DS-Specific Features - Adjusted to match changes in the corresponding template. 3.14 Nintendo 3DS Circle Pad Pro - Adjusted to match changes in the corresponding template.
4.4	2017/01/24	Added	♦ 2 Template Units (First Page) <u>Added 2.3.6.4 Unity for New Nintendo 3DS</u> <u>Added 2.3.6.5 Autodesk GameWare (Beast)</u>
		Removed	2 Template Units (First Page) - Removed the Age Rating template.

Version	Revision Date	Category	Description
		Changed	1 Introduction - Added information about the grace period for version 4.4 in 1.1 Grace Period. - Updated language for rank descriptions. 2 Template Units (First Page) - Adjusted Table 2-1 Template Units (First Page) to reflect the removal of the Age Rating template and the addition of Unity/Autodesk GameWare templates. 3.2 About amiibo - Adjusted to match changes in the corresponding template. 3.4 Online Features - Adjusted to match changes in the corresponding template, and to note that information about Miiverse setup may be required. 3.8.2 Internet Communication - Adjusted to match changes in the corresponding template, and to note that information about the operator of the service and terms of use is required. 3.8.3 Downloadable Content - Adjusted to match changes in the corresponding template and added information about DLC as in-game currency. 3.8.4 Passes - Adjusted to match changes in the corresponding template. 3.10 SpotPass - Adjusted to match changes in the corresponding template. 4.3.1 Nintendo Support Information - Adjusted to match changes in the corresponding template. 4.3.2 Licensee Support Information - Adjusted to match changes in the corresponding template, and to note that the publisher name is required. - Appendix A Region-Specific Information - Adjusted Table 5-4 Manual Language Requirements to reflect the requirement for French.
4.3	2015/08/20	Added	2 Template Units (First Page) - Added 2.3.8.2 nlib OSS library (libnx_oss.a) – LZ4.
		Changed	1 Introduction - Added that applications must implement e-manuals. - Updated the information in 1.1 Grace Period. - Updated the text about Rank A templates in 1.2 Template Units. 2.3.2 Language Selection - Adjusted to match changes in the corresponding template. 2.3.3 Age Rating Information - Adjusted to match changes in the corresponding template. 2.3.5 Standard Copyright Statement - Adjusted to match changes in the corresponding template. 2.3.10 E-Manual Code - Added a note about demo version manuals. 3.2 About amiibo - Adjusted to match changes in the corresponding template. - Added a note about software that does not write data to amiibo.

Version	Revision Date	Category	Description
			- Appendix A Region-Specific Information - Adjusted the language requirements for first- and second-party titles. - Appendix B Guideline Checklist - Updated guideline references to match the latest version of the Guidelines at the time of writing.
4.2.1	2014/11/21	Added	3 Template Units (Other Pages) - Added 3.2 About amiibo - Added 3.13 New Nintendo 3DS-Specific Features - Added 3.15 Illustrations for Nintendo 3DS-Compatible Software. - Appendix B Guideline Checklist - Added Table 5-3 Guidelines Recommended to be Addressed in the Software or E-Manual
		Removed	3 Template Units (Other Pages) - Removed 3.11 Sleep Mode Not Supported.
		Changed	1 Introduction - Added information in 1.1 Grace Period about downloadable software being released as a card application. 2.3.2 Language Selection - Adjusted to match changes in the corresponding template. 2.3.3 Age Rating Information - Replaced an outdated screenshot. 2.3.5 Standard Copyright Statement - Clarified the instructions for this template unit. 2.3.8 Open Source Software Copyrights - Adjusted the nlib OSS library information to note that this legal line is not just for Nintendo-published software, and that it relates specifically to the “bsdifff” component of the library. 3.3 User-Generated Content - Added information concerning the system’s Personal Mii. 3.5 Parental Controls - Added a note regarding the “Miiverse” item. - Removed “DS Download Play” from the Parental Controls items. 3.7 Nintendo 3DS Download Play - Removed references to external manuals. 3.8.3 Downloadable Content - Updated the screenshots to match changes in the corresponding template. 3.8.4 Passes - Updated the screenshots to match changes in the corresponding template. 3.14 Nintendo 3DS Circle Pad Pro - Added a note about New Nintendo 3DS software. - Updated the screenshots to match changes in the corresponding templates. - Appendix B Guideline Checklist - Added reference to the CTR Programming Precautions and updated references to some guidelines.

Version	Revision Date	Category	Description
4.1	2014/04/24	Added	1.1 Grace Period - Added text explaining the template transition timeline. 2.3.8 Open Source Software Copyrights <u>Added the “nlib OSS Library” section.</u> 2.3.9 Copyright Cross-Reference - New section.
		Changed	- General - Changed the rules for text colors within the templates and callouts within the figures in the cookbook. - Deleted the filled-in examples, and changed the template units to be more useful sample text. - Added “Rank” and “Design” columns to the tables for each template unit. - Removed the “Text Edits”/“Design Changes” table for each template unit. - Renamed the “Instructions” column in the table to “Text Edits.” 1 Introduction - Standardized the notation for whether edits are allowed to match the Wii U e-manual templates. - Added descriptions of the ranks, text edits, design changes, and page title notation. 2 Template Units (First Page) - Adjusted the table to match changes in the template structure. - Added note about the rank of the page title. - Added note about using a cross-reference for copyright attribution. 2.3.1 Health and Safety Information - Adjusted to match changes in the corresponding template. 2.3.2 Language Selection - Adjusted to match changes in the “Language Selection: Other” template. 2.3.3 Age Rating Information - Added a note that this template is not required for titles exempt from age rating. ◆ 2.3.8 Open Source Software Copyrights <u>Added a note that the libx_oss template unit is for use with Nintendo-published software.</u> 3.2 User-Generated Content - Added a note concerning the system user name. 3.3 Online Features - Adjusted to match changes in the corresponding template. 3.4 Parental Controls - Added the “Miiverse” item and changed the sample text within the template. 3.5 Nintendo 3DS Local Play / 3.6 Nintendo 3DS Download Play - Added text explaining the rules to follow when explaining modes that can be played using both Local Play and Download Play. - Changed the sample procedure. 3.7 Internet Connectivity - Adjusted the table to match adjusted template file naming.

Version	Revision Date	Category	Description
			3.7.3 Add-On Content - Merged the “Purchasing Add-On Content”, “Add-On Content Precautions” and “Adding Funds” templates together. - Changed the sample procedure. 3.7.4 Passes - Merged the “Purchasing Subscriptions”, “Subscription Precautions” and “Adding Funds” templates together, and renamed to match terminology used in the template. - Changed the sample procedure. 3.8 StreetPass - Changed the sample procedure. 3.9 SpotPass - Changed the sample procedure. - Added a description about games that only use the “immediate execution” mode of SpotPass. - Added supplemental information about explaining activation and deactivation procedures. 3.10 Gyro/Motion Sensor Precaution - Removed placeholder text in this template. 3.11 Sleep Mode Not Supported - Removed placeholder text in this template. 3.13 Nintendo 3DS Circle Pad Pro - Changed the sample procedure. 5.1 Important Information - Adjusted the table to match changes in the template structure. 5.2 Switching Controllers - Adjusted to match changes in the corresponding template. 5.3 Virtual Console Download Play - Adjusted to match changes in the corresponding template. - Appendix B Guideline Checklist <u>Added a section about displaying URLs.</u> - Added “Rank” to the table.
		Deleted	2.3.1 Greetings - Deleted the template and merged into 2.3.1 Health and Safety Information 3.7.5 Adding Funds to Your Account - Deleted the template and merged into 3.7.3 Add-On Content and 3.7.4 Passes
3.3	2013/09/20	Added	- Chapter 3 Template Units (Other Pages) - Added section 3.2 User-Generated Content. - Appendix B Guideline Checklist - New section.
		Removed	- Chapter 2 Template Units: Explanation/Editing (First Page) - Removed section 2.3.3 Information Sharing Precautions. - Removed Mobiclip and Toshiba Speech Rate Conversion from 2.3.8 Middleware Copyrights.
		Changed	- General - Updated information in template descriptions to omit specifying a

Version	Revision Date	Category	Description
			color for the text once color tags are removed. ○ Updated Text Edits for several template units to mark them as sample pages, rather than base requirements. • Chapter 1 Introduction ○ Replaced the screenshot in 1.2 Sample Template Structure. • Chapter 2 Template Units: Explanation/Editing (First Page) ○ Added a note in 2.2 Required Template Units concerning placement of copyright templates, and removed the note about the LC Font. ○ Updated the screenshot and description in 2.3.1 Greetings to match updated content in the template. ○ Updated Design Changes for 2.3.8 Middleware Copyrights to add information about logo whitespace. ○ Updated the instructions for use in 2.3.8.1 QR Code-Related. ○ Updated the screenshot in 2.3.9 E-Manual Code to match changes in the template unit, and added information about the new rule for e-manual codes. • Chapter 3 Template Units (Other Pages) ○ Updated the table in 3.1 Required Template Units for Other Pages to add User-Generated Content and added a note to clarify which pages should be standalone. ○ Updated the requirements for 3.3 Online Features for clarity, and updated the screenshot to match updated content in the template. ○ Removed the introductory note in 3.4 Parental Controls, as it is now necessary to make this page standalone. ○ Updated the screenshot and description in 3.4 Parental Controls to match updated content in the template. ○ Updated the screenshot in 3.7.2 Internet Communication to match updated content in the template. ○ Updated Text Edits for 3.5 Nintendo 3DS Local Play, 3.6 Nintendo 3DS Download Play, 3.7.2 Internet Communication, 3.7.3.1 Purchasing Add-On Content, 3.7.4.1 Purchasing Subscriptions, 3.8 StreetPass and 3.9 SpotPass to mark them as sample pages. • Chapter 5 Virtual Console-Specific Edits ○ Added note to 5.2 Switching Controllers concerning acceptable edits for the Single version of the template. ○ Added note to 5.3 Virtual Console Download Play concerning required languages and the placement of the Sleep Mode portion of the template.
3.2.1	2013/02/22	Changed	• Chapter 2 Template Units: Explanation/Editing (First Page) ○ Updated 2.2 Required Template Units to remove the QR Code template unit. ○ Updated 2.3.8 Font Copyrights to clarify the usage of the LC Font attribution notice. ○ Updated 2.3.9.2 QR Code-Related to remove the QR Code template unit and update the QR Code Decoder template unit. ○ Updated 2.3.10 E-Manual Code to update the rule for version numbering. • Chapter 3 Template Units: Explanation/Editing (Optional Page) ○ Updated 3.21 Circle Pad Pro to match changes in the Circle Pad Pro Instructions template unit.
3.1	2012/11/22	Added	• Chapter 1 Introduction ○ Added section 1.2 Sample Template Structure.

Version	Revision Date	Category	Description
			- Chapter 2 Template Units: Explanation/Editing (First Page) - Added Nuance middleware to 2.9.3 Middleware Copyrights. - Chapter 3 Template Units: Explanation/Editing (Other Pages) - Added section 3.2 Online Features. - Added section 3.3 Parental Controls.
		Changed	- Chapter 2 Template Units: Explanation/Editing (First Page) - Updated 2.3 Template Units: Explanation/Editing to state that layout changes may not be made on the first page. - Updated 2.3.3 Information Sharing Precautions (Required) to match changes in the corresponding template unit. - Chapter 3 Template Units: Explanation/Editing (Optional Page) - Updated 3.6.3 Add-On Content, 3.6.4 Subscriptions, 3.6.5 Adding Funds, 3.8 SpotPass, 3.9 Gyro/Motion Sensor Precaution, 3.10 Sleep Mode to match changes in the corresponding template unit. - Removed sections 3.5 Nintendo Network and 3.13 Parental Controls. - Chapter 5 Virtual Console-Specific Edits - Updated the structure of this chapter to be consistent with the rest of the document.
3.0	2012/09/06	Added	- Chapter 3 Template Units: Explanation/Editing (Other Pages) - Added section 3.12 Parental Controls. - Chapter 5 Virtual Console-Specific Edits - Added section 5.1.3 Switching Controllers. - Added section 5.1.4 Virtual Console Download Play.
		Changed	- General - Split Chapters 2-4 into subsections to aid navigation. - Added a small table to each template unit explaining acceptable text/design changes. - Chapter 2 Template Units: Explanation/Editing (First Page) - Updated the screenshot in 2.3.1 Greetings (Required) to match changes in the template unit. - Chapter 3 Template Units: Explanation/Editing (Optional Page) - Updated the screenshot in 3.3 Nintendo 3DS Download Play to match changes in the template unit. - Updated the screenshot and description in 3.4 Nintendo Network to match changes in the template unit. - Updated the screenshot in 3.5.2 Internet Communication & Parental Controls to match changes in the template unit. - Updated the screenshot in 3.5.5 Adding Funds to match changes in the template unit. - Updated the screenshot in 3.6 StreetPass to match changes in the template unit. - Updated the screenshot in 3.11 Nintendo 3DS Circle Pad Pro to match changes in the template unit. - Chapter 4 Template Units: Explanation/Editing (Last Page) - Updated German, Dutch and Russian page categories. - Updated Portuguese page title. - Chapter 5 Virtual Console-Specific Edits - Updated French page title for Ending the Game. - Updated the screenshot in 5.1.6 Virtual Console Features

Version	Revision Date	Category	Description
			(Required) to match changes in the template unit.
2.4	2012/07/19	Added	- Chapter 2 Template Units: Explanation/Editing (First Page) - Added section 2.4 Information Sharing Precautions. - Chapter 3 Template Units: Explanation/Editing (Other Pages) - Added section 3.4 Nintendo Network. - Added section 3.5.1 Selecting Internet Communication Template Units. - Added section 3.5.3 Add-On Content. - Added section 3.5.4 Subscriptions.
		Removed	- Chapter 2 Template Units: Explanation/Editing (First Page) - Removed 2.5 Label Disclaimer.
		Changed	- General - Added “Changes prohibited” to all template units which contain fixed text that cannot be adjusted. - Chapter 1 Introduction - Added extra information about templates which can and cannot be adjusted, and the extent of acceptable adjustments. - Chapter 2 Template Units: Explanation/Editing (First Page) - In Table 2-2 Template Unit Insertion Order (First Page), removed 3D Classics Language Selection and the Label Disclaimer. - In Table 2-2 Template Unit Insertion Order (First Page), removed the distinction between card-based and downloadable software. - Updated the screenshot in 2.8 Standard Copyright Statement to match changes in the template unit. - Revised section 2.11 E-Manual Code to update information regarding the “P” code and add the “T” code. - Chapter 3 Template Units: Explanation/Editing (Optional Page) - Revised Table 3-1 List of Optional Template Units to add the new template units. - Changed the structure of section 3.5 Internet Communication. - Revised instructions in sections 3.2–3.6 to match the updated template contents. - Changed the filenames in 3.12 Text for Nintendo 3DS Circle Pad Pro-Compatible Software. - Chapter 5 Virtual Console-Specific Edits - Updated the screenshot in 5.1.1.1 Templates Only Note to match changes in the template unit, and noted that Dutch is now additionally provided. - Chapter 6 Appendix A: Region-Specific Information - Updated Table 6-1 Manual Language Requirements to reflect changes in the policy for Nintendo e-manuals. - Updated 6.3 Partial-Manual Languages to clarify the reasoning for including partial manuals.
2.2	2011/12/14	Added	- Chapter 3 Template Units: Explanation/Editing (Optional Page) - Added section 3.10 Nintendo 3DS Circle Pad Pro. - Chapter 5 Virtual Console-Specific Edits - Updated French and Italian “Virtual Console Features” page titles due to overflows. - Removed duplicate “Template Only Note” section.

Version	Revision Date	Category	Description
		Changed	- Chapter 2 Template Units: Explanation/Editing (First Page) - Updated the English page title for “Health & Safety”. - In Table 2-2 Template Unit Insertion Order (First Page), added the 3D Classics language selection and MPEG-4 middleware template units. - Updated section 2.4 Language Selection to add a note about 3D Classics language selection. - Revised section 2.8 Standard Copyright Statement to match new Virtual Console attribution requirements. - Revised section 2.11 E-Manual Code due to updated requirements regarding the “-X” portion. - Chapter 3 Template Units: Explanation/Editing (Optional Page) - Revised Table 3-1 List of Optional Template Units to update the location of the Sleep Mode template unit. - Revised instructions in sections 3.2–3.6 to match the updated template contents. - Chapter 4 Template Units: Explanation/Editing (Last Page) - Revised 4.2.2 Licensee Support Information to include information about phone line costs. - Chapter 5 Virtual Console-Specific Edits - Updated the English page title for “Health & Safety”. - Updated the French page title for “Ending the Game”. - Updated Table 5-2 Template Unit Insertion Order (Page 1) to add the Language Selection template unit. - Updated the screenshot in 5.1.1.1 Templates Only Note to match changes in the template unit. - Updated section 5.1.2 Ending the Game to reflect updates in the template unit. - Updated Table 5-3 Template Unit Selection (Ending the Game) to remove the edit requirement for the Ending the Game template unit. - Updated section 5.1.3 Virtual Console Features (Required) due to the addition of NES-specific template units. - Chapter 6 Appendix A: Region-Specific Information - Updated Table 6-1 Manual Language Requirements to reflect changes in the policy for Nintendo card software e-manuals. - Updated the Portuguese phrasing in 6.3 Template-Only Languages.
2.1	2011/10/12	Changed	- Chapter 2 Template Units: Explanation/Editing (First Page) - In section 2.8 Standard Copyright Notice, added specifics about the notation for the copyright notice to use for Virtual Console and 3D Classics titles. - Updated section 2.11 E-Manual Code to explain how to edit each component of the e-manual code. - Chapter 3 Template Units: Explanation/Editing (Optional Page) - Revised section 3.1 Template Units (Optional Page) for clarity. - Updated the screenshot in section 3.8 Sleep Mode to reflect changes to the corresponding template, and updated the instructions for the Sleep Mode template. - Updated the first screenshot in section 2.3.6.1 QR Code-Related to reflect changes to the corresponding templates. - Chapter 4 Template Units: Explanation/Editing (Final Page) - Added information about licensee support URLs. - Updated Table 4-1 with updated page titles/categories.

Version	Revision Date	Category	Description
			○ Updated Table 4-2 to change the "support" category to "support_info." • Chapter 5 Virtual Console-Specific Edits ○ Updated French and Italian "Virtual Console Features" page titles due to overflows. ○ Removed duplicate "Template Only Note" section.
2.0	2011/08/08	Added	• Added Chapter 6 Appendix A: Region-Specific Information.
		Changed	• General ○ Split document into two parts: "Part 1 – Manual Creation" and "Part 2 – Template Units". ○ Moved chapters 5-7 to "Part 2 – Template Units" and updated explanations/text for all templates. ○ Edited the phrase "product code" to read "e-manual code" or "initial code" as appropriate throughout the document. • Chapter 1 Introduction ○ Updated to reflect the division of information in the e-manual cookbook into two parts. • Chapter 2 Template Units: Explanation/Editing (First Page) ○ In section 2.1, added more information about the meaning of the font-related templates included within this package. ○ In Table 2-2, added an extra column to indicate whether a given template is required for downloadable titles, card-based titles, or both. ○ In Table 2-1 and the surrounding text, changed "Health & Safety" to "Health and Safety" as the page title. ○ In Table 2-2, changed the categories of several templates to reflect changes in package structure. ○ In Table 2-2 and section 2.10, changed "product code" to "e-manual code," and changed the format of the e-manual code. • Chapter 3 Template Units: Explanation/Editing (Optional Page) ○ In Table 3-1, added an extra column to indicate whether a given template is required for downloadable titles, card-based titles, or both, and added rows for three new templates. ○ Added sections 3.7 Gyro/Motion Sensor, 3.8 Sleep Mode, and 3.9 Save Data Precautions. • Chapter 4 Template Units: Explanation/Editing (Final Page) ○ Moved the "Support Information (Required)" section to chapter 4. ○ Added section 4.3 Official Nintendo Seal. • Chapter 5 Virtual Console-Specific Edits ○ In Table 5-1, changed "product code" to "e-manual code." ○ Reorganised the section based on pages rather than individual template units.
1.2.2a	2011/06/15	Changed	• Updated screenshot for 5.1 Greetings (Required). • Updated screenshot for 5.2 Health and Safety Information (Required), and added a table explaining the conditional text. • Updated screenshot for 5.3 Online Precautions. • Updated screenshot for 5.5 Disclaimer / Mini-EULA (Required), and changed the section name "Disclaimer / Mini-EULA" to "Terms of Use." • Updated screenshot for 5.10 Product Code (Required). • Updated an incorrect procedure number within the table in section 6.1 Nintendo 3DS Local Play.

Version	Revision Date	Category	Description
			- Updated screenshot for 6.5 SpotPass. - Updated screenshot for 7.1.2 "Ending the Game" Template (Required).
1.2.2	2011/03/08	Added	- Added templates for the QR Code Decoder and QR Codes in section 5.9.2 QR Code-Related. - Added section 6.5 SpotPass. - Added an entry for "SpotPass" to Table 6 1. - Added section 7.1.2 "Ending the Game" Template (Required). - Added section 7.1.3 "Virtual Console Features" Template (Required).
		Changed	- Changed references to NW4C_Tga format to CTR-ManualTools_Tga throughout. - Changed references to NW4C_Photoshop_Plugin to CTR-ManualTools_PhotoshopPlugin in Chapter 2 Operating Environment and section 3.2 Installing the Photoshop Plug-In. - Modified the instructions in section 5 Template Units: Explanation/Editing (First Page), and removed NOE-specific content, since NOE-specific instructions are now listed in the NOE version of this "cookbook." - Updated the screenshot of the "Greetings" template in section 5.1 Greetings following revisions to the template to reduce redundancy between the "Greetings" and "Health & Safety" templates, which appear next to each other. - Created sub-section 5.9.1 Mobiclip Library and added to the description about using the Mobiclip templates. - Restructured the sub-sections of 7 Virtual Console-Specific Edits to correspond with the individual pages that e-manual developers must create. - Modified the instructions in section 7.1.1 Health and Safety Information (Required).
		Deleted	Removed the "Creating Merged Templates for Virtual Console Titles" section.
1.1.0	2010/01/19	—	Various edits and additions throughout the entire document. Because the English version of this document has not been released yet outside the company, we have omitted the detailed revision history to expedite the release.
1.0.5	2010/12/10	—	- Corrected typos in section 1.1. - Added section 3.1 Installing CTR-ManualEditor. - Updated the content of 3.2 Installing the Photoshop to clarify that the NW4C Photoshop Plugin is installed automatically by the installer. - Added section 3.3.2 on the languages in which the e-manual templates are provided. - Added a note to section 4.2 that the naming conventions for e-manuals' project folders have not yet been finalized. - Added a note to section 4.2 that the "Oceania" region covers both Australia and New Zealand, and added information about which region code to use for titles released both in Europe and Oceania. - Corrected typos in Table 4-2. - Split section 4.3 Merging Templates into two sections, one (4.3.1) containing the basic method, and the other (4.3.2) containing an advanced method for speeding up work in the Template Manager. - Added templates for Virtual Console features to Table 4-3.

Version	Revision Date	Category	Description
			• Added [NOA Only] and [NOE Only] tags to some of the templates listed in Table 4-3. • Added a note to section 4.8 clarifying that binary output files can only contain half-width alphanumerics in their filenames. • Corrected the caption for Table 5-1. • Expanded the information about the standard copyright statement in section 5.5, and updated the screenshot. • Renumbered the appendices as numbers instead of letters to make the numbering consistent between the NCL and NOA/NOE versions of this document. • Added info about Virtual Console features to Chapter 9. • Removed the entries for middleware and font attribution notices in the Virtual Console Template Unit Insertion Order (Table 9-1). • Revised the text in section 9.1.1 to clarify that Table 5-1 contains the appropriate page titles for the Health and Safety Information page. • Added section 9.2 Templates for Virtual Console Features.
c1.0	2010/10/06	—	Revised draft version.

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